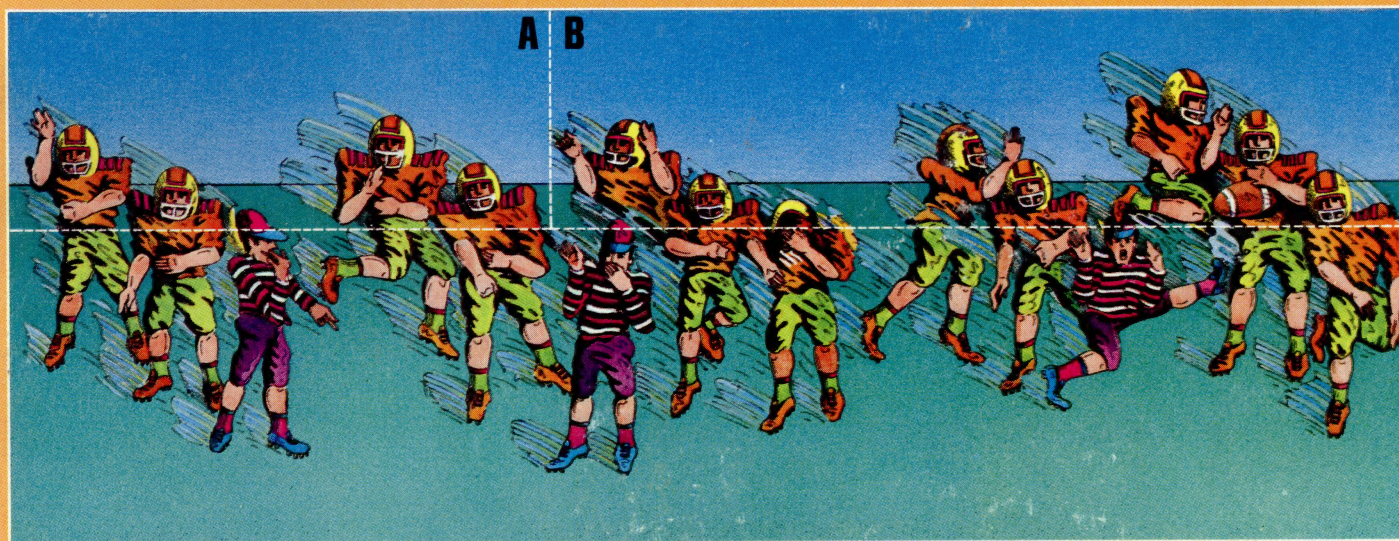
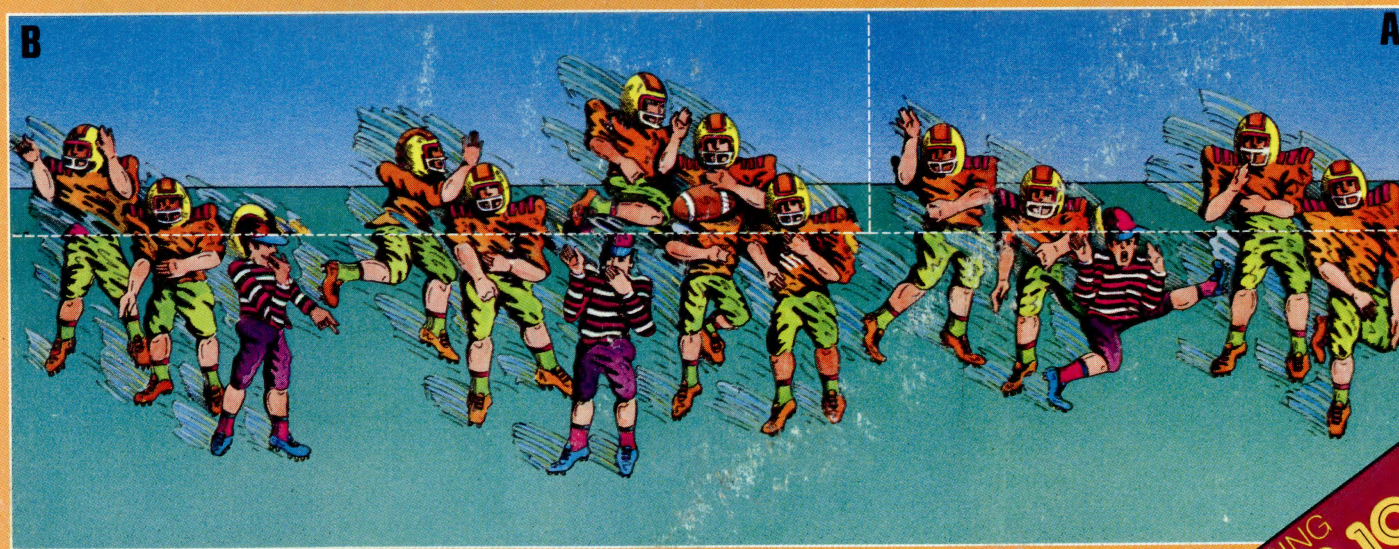


GAMES

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Find Him and More Amazing
Pop-Out Puzzles on Pages 17-18



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FAVORITES
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22 100 % cashmere coat	23 100 ft. electric cord & snowblower	24 100 assorted T-shirts	25 100 singing telegrams	26 100 \$2.00 chips in Las Vegas*	27 100 magic tricks & a top hat	28 100 lb. hill of beans & a chili recipe

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nicotine—100's Men. Box: 16 mg "tar," 1.1 mg
nicotine av. per cigarette, FTC Report Dec. '79.



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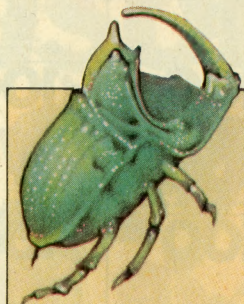
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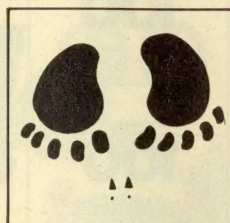
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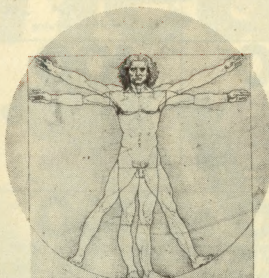
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Difficulty Rating: Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★☆

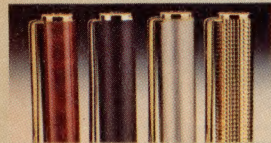
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RONSON INTRODUCES THE PEN COLLECTION



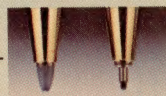
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Publisher's and Editor's Message

A Disappearing Act

This issue's cover poses an unusual problem: Is it possible for something to completely disappear?

We know, for example, that the average *Games* reader disappears with each issue for 6 hours and 3 minutes (Source: Periodical Research Studies), but we have yet to hear from anyone who has completely disappeared.

Still, we thought the question fascinating enough to warrant a major article (page 14), and we hope the accompanying die-cut puzzles prove to be as beguiling to you as they've been to us. Who knows? They may even suggest a way for a few of your holiday bills to disappear as well.

With the holidays in mind, we've created a special 12-page feature section called The Games 100 (beginning on page 43). From the many hundreds of commercially produced games that arrive at our offices each year, resident game critic Phil Wiswell and his ragtag board of experts have selected their 100 favorites, gotten their cameras inside the shrink wrappings, and kibitzed a little about each game. The placement of this section at the Pencilwise break, usually occupied by Wild Cards, makes it easy to pull out for use as a shopping guide. (Wild Cards are beside themselves this issue on page 69.)

Other reasons to disappear herein include a tribute to the late Alfred Hitchcock in the form of a 1943 Photocrime written by, directed by, and starring the master of suspense himself (page 20); a challenging 4-part Scrabble contest (page 22); an appreciation of traditional riddles by Willard Espy (page 24); a crossword puzzle by Will Weng, formerly head cruciverbalist of the *New York Times* (page 61); the return of our own Larry Evans wearing laurels from the recent U.S. Chess Championship (page 79); the inimitable Dmitri Borgmann and his 50 kangaroos (page 88); a new, improved 1981 Prophecy Contest (page 85); and a chance to speak your peace about it all (page 91).

If that's not enough—and we say this advisedly since many of you have been shouting for more puzzles—we are happy to announce that we will soon be launching a new, separate publication for the insatiable enigmatologists among you. It will be called *The Four-Star Puzzler* and, as its title suggests, it will take up, in terms of quizzicality, where *Games'* three-star puzzles leave off. Therefore you should order *The Four-Star* only if you are a proficient solver or are on the way toward conquest of Pencilwise. "For star puzzlers" complete information appears on page 34. The editor of *The Four-Star* will be—who else?—Will Shortz. His accomplice is Henry Hook, yes, the same devious Henry Hook who brought you our first hidden contest (March/April *Games*) and created this issue's Cryptic and Ornerly crosswords (pages 39, 63).

And if *that's* still not enough, then we'll just have to pull a disappearing act of our own. This famous trick of ours, which has astounded audiences of all ages, involves our taking leave before your very eyes and under your very nose, without so much as saying goodbye and without giving the least hint that anything unusual is going to



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6:00

TIME

The Great Awakening from General Electric. For starters, it's smart enough to let you set the time directly...no flipping around the clock.

6:15

WAKE-UP 1

You can program it to change stations for you. So it will rock you to sleep with Strauss, switch to your news station, and wake you at 6:15.

7:53

WAKE-UP 2

Then it comes back on to wake up your better half to Beethoven at 7:53. All with push-button ease.

OFF

ALARM OFF

When you forget to set the alarm...The Great Awakening remembers to remind you.

1410

RADIO AM

You can scan all the AM or FM stations by pressing a button or, to tune in one station, just punch in the frequency of your choice on the keyboard.

102.7

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You can also program up to six stations into the memory. And recall any one with the touch of a finger.

15

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For a little extra sleep, press the Snooz-Alarm.® It lets you sleep an extra minute or an extra hour. You tell the memory how long.

E

ERROR

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LETTERS

Lost and Found: Hidden Contest

I believe I've stumbled upon the hidden contest in the September/October issue: could it be the challenge to better your score in "500 Rummy" (page 48)? I spent hours trying to decode the card spread, I read between all the lines in the instructions, and only after reading the ratings for the twentieth time, did it dawn on me that if I beat your "Gin-Off" score, I'd have a winning game! But what does one win from you? Answers next issue?

Matt Merkel
Indialantic, FL

Aha! Your hidden contest is a double challenge. First I found the question on page 72: "Rothwell Chess Etchings/Can you find one in this issue?," but now that I've found the etching at the bottom of page 6, I'm still stumped. Where is the missing piece? Or is that a cryptic clue to grand prize?

Jim Fagan
Brookfield, IL

Keep hiding your contests! You'll never top this issue's. Pure chance caused me to glance at the bottom of page 53 and notice that something was amiss. Keep up the good work.

H. Brendan
Whitestone, NY

See page 86 for the whereabouts of last issue's hidden contest.—Ed.

S.A.T. Scorecard

You did a great job with your S.A.T. takeoff ("Could You Get Into College Today," September/October, page 23)—but I did even better. I recently took the real test, and suffice it to say that I scored better on yours, and had a few good laughs while I worked on it. Well, you win some, you lose some . . . but at least your parody helped me see the lighter side.

Dwight Springthorpe
Mount Airy, NC

Knock Knock

Our first try at "500 Rummy" (September/October, page 48) was nearly fruitless, and we thought we might not be playing with a full deck. But after several hours of trying, the cards fell our way and we beat your "Gin-Off" score by nine points for a new high: 648! We have to hand it to you—we really enjoyed this challenge.

Bob and Debby Best
Bethlehem, PA

Our best effort at "500 Rummy" appears in the Answer Drawer, page 98. We've received higher-scoring hands from our readers, the best of which you'll find in *Eureka*.—Ed.

Fact or Fiction?

I enjoyed Frederick Pohl's "The Gamesmen" (September/October, page 52), believing it to be fiction . . . until I encountered the advertisement at the top of page 71 ("Presidential

Campaign, The Game that lets YOU run for President"). For a moment I thought it might be your Fake Ad—now I wonder if Mr. Pohl might have been more prescient than even he imagined.

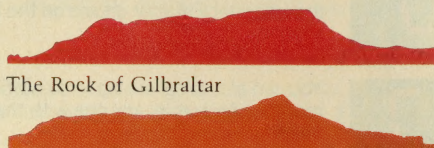
Lynn Vachss
Marlow, NH

He wrote the story for us in 1977!—Ed.

Your Place or Ours?

While vacationing in Spain last summer, I gazed at the following silhouette of the Rock of Gibraltar (as seen from the Port of Cadiz). It seems to be an exact replica of the silhouette you showed in "Where in the World?" (July/August, cover), which you identified as Diamond Head, Hawaii. Where in the world is it, in fact?

Phil Foto
Paradise, CA



Diamond Head

These two silhouettes are remarkably similar, but the one pictured on our cover was Diamond Head, not Gibraltar.—Ed.

Theresa: 6, World: 0

Score a touchdown for me for finding your Fake Ad ("Know the Score," September/October, page 18). I wish there really were such a game with an audio cheering attachment. Every one of us occasionally deserves a cheer or two when there's no one around to applaud.

Theresa Ross
South Toms River, NJ

From Our Classified Files

Do not pass Go, and please don't collect on my check until we've met (July/August, "Classified, Box B," page 71.). I'll give you two yellows (Marvin Gardens and Atlantic Avenue) when we get together. Next Friday, my house?

Chris J. Beckenback
Carbondale, IL

If the fake ads caught your fancy, keep looking. There's another one lurking in this issue.—Ed.

No Need for Alarm

Why are you so irresistible? Last year, in addition to my own subscription, I sent *Games* as a gift to four households in my far-flung family. What did I get? Complaints! Complaints because one member of each family grabbed the issue and ran—not to be seen again until all the puzzles and playable features had been solved!

This year I'm doubling my order, so there will be two subscriptions for each family.

When are you doubling the number of issues per year?

Marion Marsh
New York, NY

Solving the warm-up cryptic crossword puzzle ("7-11," July/August, page 43) does exactly what it promises—it warms me up. Solving the one I'm warmed up for heats me up. But not having another one of these cryptic beauties to solve after both of those are finished—that burns me up! Couldn't you squeeze one or two more into each issue? I (and the local fire department) would sure appreciate it.

Cathy VanStarkenburg
Petawawa, Ontario

Keep cool—The Four-Star Puzzler is on its way. The first issue of *Games'* new monthly newsletter contains two cryptic crosswords among many other challenges. See page 34 for details.—Ed.

An Apt Anagram?

As a postscript to "Photagrams" (September/October, page 50), I'd like to submit this observation: If you take the word *GELT* (slang for money, according to *Webster's Third*) and anagram it with the word *LIBYA*, you get the timely phrase "BILLYGATE"!

George Spelvin
New York, NY

Fan Fare

I want you to know how thoroughly I enjoy *Games*. Eyeball Benders have always been a favorite, and contests like "Word Alchemy" (May/June, page 18) really turn me on. Incidentally, if you print this letter, I'd like to say hello to Daniel R. Clark of Lowell, Indiana, another faithful fan of yours.

Ralph E. Branson
Peterson AFB, CO

LAUNDRY BASKET

If we publish your letter in Laundry Basket, we'll send you a *Games* T-shirt.

Mistakes: July/August

★ Question 3b in "Geography Questions They Never Asked You in School" (page 34) has us stumped. How can the letters in the word "animal" be rearranged to spell "Quezon City"? (It, not Manila, is the capital of the Philippines.)

Joe and Dianne Damico
Columbus, OH

(Continued on page 8)

For only \$19.95, we're getting through college the easy way.



We were never what you'd call great students; always trying to find ways to make our load a little easier.

But then we got smart. We bought a Casio FX-81 scientific calculator. Now we whiz through the square roots and logarithms that used to keep us up all night. Those same sine, cosine and tangents that we sweated through Freshman year are a piece of cake now.

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Now all we need is a Casio for our French class.

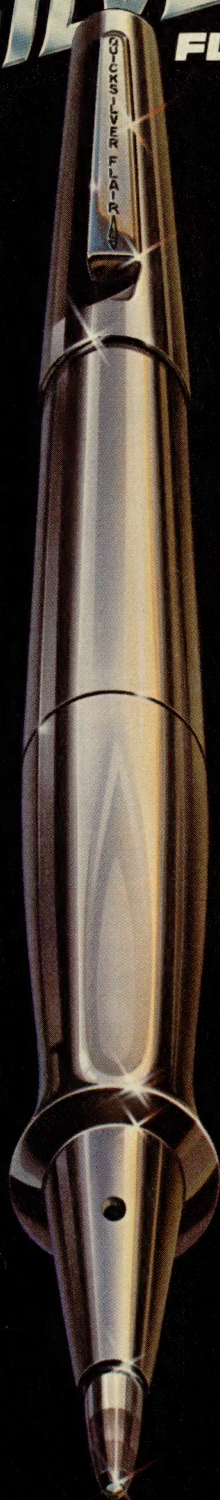
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The
point
of this pen
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that delivers silky, liquid ink
to make long writing jobs easier.

(Continued from page 6)

★ Clue 18 down in "RSVP" (page 27) asks for a "Chinese bear in Washington zoo." The panda is not a bear, however, but a member of the raccoon family.

Steven Goldfarb
Brooklyn, NY

★ Regarding "Sit-Com Cities" (page 33), any avid TV buff knows that Ozzie and Harriet reside at 822 Sycamore Road, Hillsdale (not Hollywood), California.

Ginny Ziders
McKeesport, PA

★ Having recently completed a physics course, I spotted one error quickly in "What's in a Name?" (page 35). You defined "LASER" as "Light Amplification Stimulated by Emitted Radiation." The true origin of the acronym is "Light Amplification by Stimulated Emission of Radiation." Same words, different meaning!

Tom Brean
Gurnee, IL

★ In "Pic-Tac-Toe" (page 49), the constellation of the Great Bear is printed backwards. The Bear's tail should be facing the baseball player, not the charming woman with the snake.

Francine Jackson
Providence, RI

Would you believe we photographed it from the other side?—Ed.

September/October

★ You have been awarded a patent for changing the spelling of "permitted" in the second cryptogram in "Patently Absurd" (page 28). Your new spelling "permitte" is renewable every other issue.

Lawrence Lopater
Great Neck, NY

We're Clean

★ I wish to submit an entry for Laundry Basket, based on your answer to "A Zigzag Puzzle" (July/August, page 34). Assuming that pieces are limited to their chess moves, I find your fourth move impossible.

Name and address withheld

★ I noticed a mistake in "Science of the Times" (September/October, page 34). Your answer to question 4 stated that a degree Fahrenheit is smaller than a degree Celsius, being five-ninths as large. This is incorrect; $^{\circ}\text{F} = \frac{9}{5} (^{\circ}\text{C}) + 32^{\circ}$.

Name and address withheld

We received scores of letters from readers claiming we were wrong in the two puzzles mentioned above. For once, however, we were innocent and our readers were guilty. In the chess problem, many readers simply mistook the Queen (the piece in the upper right corner) for the King (the piece just below it). On the Fahrenheit-Celsius question, many people confused the size of a degree with temperature, a completely different concept. A temperature expressed in degrees Fahrenheit can be a number that is higher, lower, or (at -40°) equal to the same temperature expressed in degrees Celsius; but nine Fahrenheit degrees will always span the same temperature range as five Celsius degrees. Will all those who wrote us please send T-shirts to Games' ... (any size will do.)—Ed.

EVENTS

Before making plans to attend any of these events, write to verify dates, times, places, eligibility, entry fees, etc. Send a stamped, self-addressed envelope with your request.

Blackjack The Third Annual World Championship of Blackjack will be held simultaneously in Reno, Lake Tahoe, and Las Vegas, Nevada, December 11–14. How does a purse of \$250,000 hit you? Contact: David Fishman, (800) 522–1500 (in California only) or (800) 854–2003 (all other states).

Bridge The Fall North American Championships, in Lancaster, Pennsylvania, November 14–23. Top teams will again vie for the Reisinger trophy, while kibitzers learn new tricks. Contact: Jean Wright, American Contract Bridge League, 2200 Democrat Road, Memphis, TN 38116.

Cribbage The International Cribbage Association will host its Annual Championship Tournament in Los Angeles, November 22–23. Contact: Leilani Wade, 1947 West 80th Street, Los Angeles, CA 90047, or call (213) 751–8174.

Darts The First Annual Witch City Open, in Salem, Massachusetts on November 1 and 2. With a purse of \$8,000, it's expected to be the biggest shoot-out in New England since Bunker Hill. Contact: North Shore Darting Association, 115 Monroe Street, Lynn, MA 01901 or call Dan Cherney at (617) 536–1065.

Duck Calling World Championship Duck-Calling Contest in Stuttgart, Arkansas, November 28–29. State and regional "top quacks" will voice their best fowl calls for \$1,000 and assorted sporting goods. Contact: Chris Robnett, (501) 673–1602.

Frisbee World Ultimate Frisbee Disc Championships will be held at a location to be determined, November 28–30. Five top-ranked teams compete for the "Ultimate" (Frisbee soccer-football) World title. Contact: Tom Kennedy, P.O. Box 4844, Santa Barbara, CA 93103 or call (805) 967–0583.

Othello The Fourth Annual International Othello Tournament, in London, October 27–28. National champions from ten countries will compete for the world title, a silver trophy, and other assorted prizes. Contact: Emily Whelan, (212) 683–7810.

Scavenger Hunt The Fifth Annual Mystery Excursion, a scavenger hunt through Detroit, will take place October 18. The wild goose chase culminates in a dinner party (*foie gras*!). Contact: Scott Whiting, 315 Hendrie Blvd., Royal Oak, MI 48067 or call (313) 543–7635.

Scrabble The North American Scrabble Championship, in Santa Monica, California, November 14–16. Thirty-two regional champions will go tile-for-tile for the grand prize: a trip for two to England, "land of the mother tongue." Contact: Jim Houle, Scrabble Players, Inc. 4320 Veterans Memorial Highway, Holbrook, NY or call (516) 588–7781.

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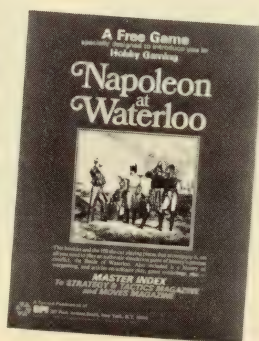
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GAMEBITS

Edited by Curt Slepian

A SITE TO BEHOLD

Every morning at 9:45 a crowd gathers at the Notch Showroom in Sacramento, California, to watch a 45-ton corner slide away from the building, leaving a jagged 14-foot high entranceway in its path. This remarkable event isn't San Andreas's fault. Rather, it's a typical example of the bizarre "de-architecture" of SITE.

Founded in the early 1970s by James Wines and poet Alison Sky, the firm of Sculpture-in-the-Environment designs crumbling, lopsided buildings that seem to belong on the set of an Irwin Allen disaster movie. Breaking with architectural convention, SITE's work creates the illusion of imminent collapse rather than permanence. Their glass and concrete jokes concerning transience, birth, decay, entropy, and insecurity play against the viewer's expectations—and often shake up the unwary.

Designed up until now solely for the nationwide showrooms of Best Products, Inc., SITE's buildings take their comic pratfalls in a bastion of bland conformity, the suburban shopping mall. In this setting, they stick out like zany sore thumbs, to the amusement and perplexity of shoppers:

- * In Towson, Maryland, the facade of the Tilt Showroom seems precariously askew at a 35-degree angle (it's actually quite secure), causing some apprehensive patrons to enter through the back.
- * With its sides half-smashed and a frozen stream of brick and cement pouring down the front onto the canopy, Houston's Indeterminate Facade appears to be either under perpetual con-



A moving experience: the Notch Showroom helped earn SITE an international design award for "Delight and Fantasy."

struction or demolition.

- * In the Ghost Parking Lot of Hamden, Connecticut's National Shopping Center, a line of cars are covered in asphalt and half-buried, like dinosaurs mired in a prehistoric tar pit.

- * In the Best Showroom at Cutler Ridge, Miami, one must walk through a series of crumbling doorways before arriving at the true entrance.

- * The veneer of the Peeling Showroom in Richmond, Virginia, actually curls away from the facade in four corners like old linoleum.

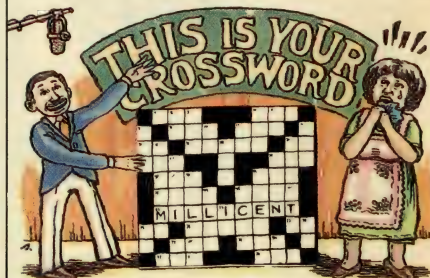
Though SITE's playful irreverence may not be everyone's cup of tea, it's obviously Best's: three years after the various SITE constructions, their business volume doubled, thus proving that oddity is the Best policy. —C. S.

CROSSWORDS WITH THE PERSONAL TOUCH

What's a twenty-six letter phrase that means "the perfect solution to Christmas gift problems"? George Madrid of People Puzzles and Carol Bly of Custom Crosswords both know the answer: Custom-made crossword puzzles.

A generous (see below) donor must supply biographical information about the recipient. Nicknames, likes and dislikes, pet phrases ("yesiree Bob!"), once-in-a-lifetime events (the time he shook hands with Babe Ruth), special interests, etc., are grist for the constructor's mill and can be used as clues. Carol Bly even guarantees that at least three-quarters of each puzzle will consist of private references, with clues as long and leisurely as the anecdotes on which they're based. One puzzle, given as a birthday present to an old friend, was a trip down memory lane. For example, knowing that the recipient as a youth saw a woman lose her bridge-work on a carnival ride, Carol wrote this clue: "What dropped from the Loop-O-Plane other than welcome change?" The answer was "teeth."

Seattle-based puzzle expert George Madrid gears the difficulty of his clues to the experience of the solver, and he assiduously reviews every word and phrase with the gift giver. George's care and skill do not come cheap. People Puzzles, calligraphed on heavy paper, cost upwards of \$100. Carol Bly's Custom Crosswords range in price from \$75 to \$175. Expensive, but it's not every day that you get to star in your own crossword puzzle. For more information, write: Custom Crosswords, Route 2, Sturgeon Lake, MN 55783; or People Puzzles, 2121 26th Ave., South, #714, Seattle, WA 98144. —C.S.



Illustrations by Greg Scott



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PHONIES ARE FUNNY

You phone a friend and, unexpectedly, the voice of Richard Nixon comes on the line: "Hello, my fellow Americans. Now pardon me for being brief, but if you don't leave your name and number I'm going to resign."

Could it be the missing gap in the Watergate tapes? No, this Tricky Dick is just one of a bunch of "Phonies"—telephone answering tapes—each of which offers impersonations of twelve different celebrities. Just play any of the fifteen-second messages into your own answering unit and a John Wayne or a Mohammad Ali or a Woody Allen will have your callers hanging on rather than hanging up. For information, contact Imitapes, Inc., P.O. Box 630635, Miami, FL 33163.

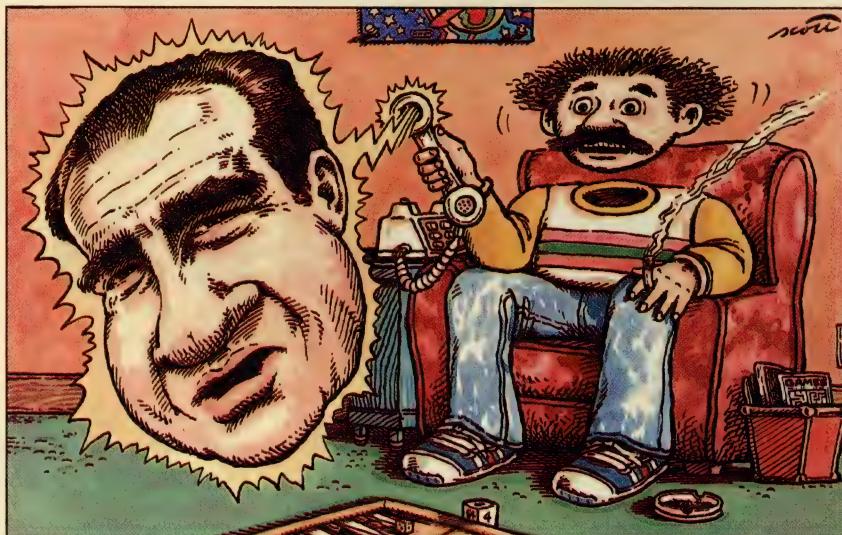
At the tone, guess which famous

phony is answering the phone:

1. "Hello, I'm not here now: I'm in Philadelphia enticing small dogs and children into precarious situations. So leave your name and number and alcoholic preference."
2. "Hello again, everyone, this is your sportscaster *par excellence*. I'm not now going to dabble dilatorily with any excessive verbiage. I think I know whereof I speak when I say to leave your name and number when you hear the half-time tone."
3. "Hello, sweetheart. I'll take your case, but remember, I stick my neck out for nobody. You can spill the beans when you hear the tone, and you'd better tell me all you know or I'll come over and give you a slap in the mouth. Here's listening to you, kid."

—C. S.

Answer Drawer, page 92



MAN SQUEAKS BY MACHINE FOR OTHELLO CROWN

As if it weren't enough that computers are taking away our jobs, now they're beating us at our own games. At the First International Man-Machine Othello Tournament at Northwestern University, mankind won—barely. In humanity's corner were Othello World Champ Hiroshi Inoue and myself, the U.S. Champion. The challengers were six machines ranging in size from TRS-80 and Apple II microprocessors to room-sized computers connected by phone link-ups to terminals at the tournament site.

Hiroshi Inoue emerged victorious, but not before losing one game to the computer programmed by experts from London. In second place with five wins, one loss, and one draw was an Apple II program written by Dan and Kathe Spracklen (authors of the chess program, SARGON). I finished

third (five wins, two losses), bowing once to the Spracklens' machine—which I had helped re-program a few weeks earlier. ("You lost to yourself, Jon," said Kathe.)

Many observers were puzzled by the poor performance of the larger computers despite their superior look-ahead capabilities. But the ability to look ahead is only useful if you know what you're looking for, and except for the end games, most of the machines seemed unable to discriminate between advantageous and dangerous positions. On the other hand, computers don't have to eat lunch. We humans lost our games after a heavy meal when, as one programmer explained it, "there's less blood supply to the brain and you don't think as well."

Next year when the machines will undoubtedly be better informed, the men might have to skip lunch entirely in order to win.

—Jonathan Cerf

CHRISTMAS VISION ALOFT

To get into the holiday spirit, we've stuffed your stocking with anagrams of seasonal phrases, gathered over the years from *The Enigma*. However, giving in to temptation, we unwrapped all the anagrams except for our title (*Answer Drawer*, page 92).

Season's greetings:

A Fit Mirage, This Snow; I'm Charmed
(I'm dreaming of a white Christmas)

Silent Duo Met There
(Under the mistletoe)

It Can Mean World Hope; Glee, Too
(Peace on Earth, good will to men)

Hose St. Nick Crams Tight
(The Christmas stocking)

Santa Brew'th Gifts, Comes Near
('Twas the night before Christmas)

And finally, Scrooge's response to all this Christmas cheer:

'Las! Ain't No Sich
(Saint Nicholas)

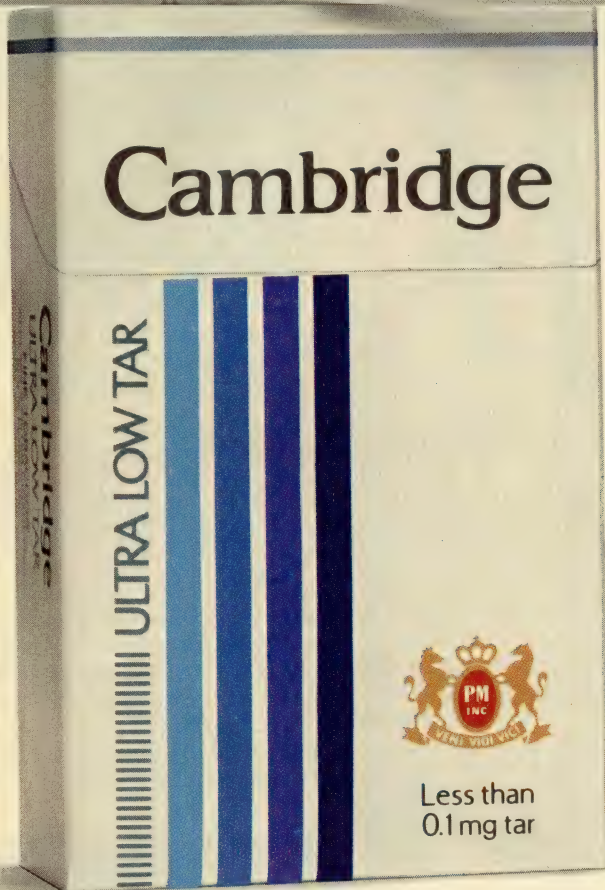
—W.S./L.F.

THE SECOND ANNUAL GAMES CUP AWARD PRESENTED JOINTLY TO WOODSMAN AND MRS. STOVELL AND THEIR LUCKY DUCK

Louisiana hunter Warren Stovell learned not to count his chickens before they'd hatched—especially since they were ducks. Stovell planned on stuffing two mallards he had shot and refrigerated earlier in the day. But that evening, when he opened his freezer, one very live duck flew out and flapped around the room. Stovell screamed in terror because, said his wife, who later nursed the creature back to health, "he thought the duck had come back to get him." No Elmer Fudd he, Stovell rewarded the plucky mallard by sending it to a duck farm rather than to a taxidermist.



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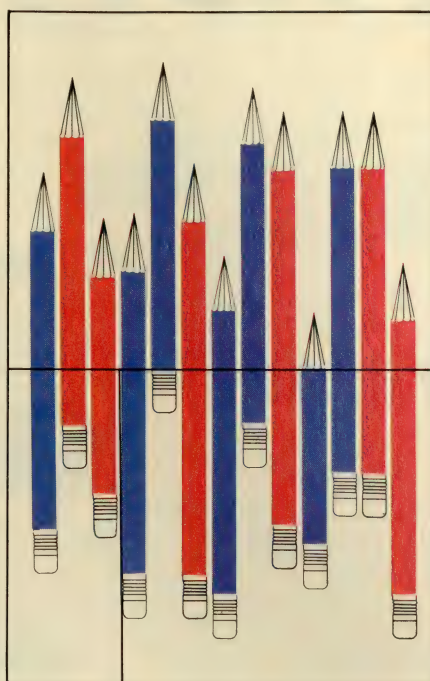
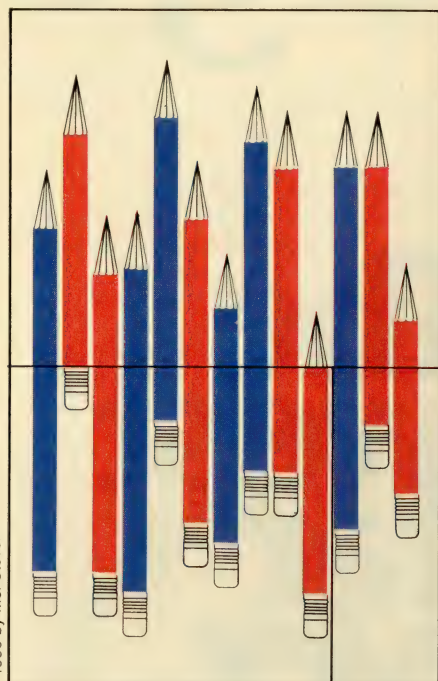
Warning: The Surgeon General Has Determined That Cigarette Smoking Is Dangerous to Your Health.

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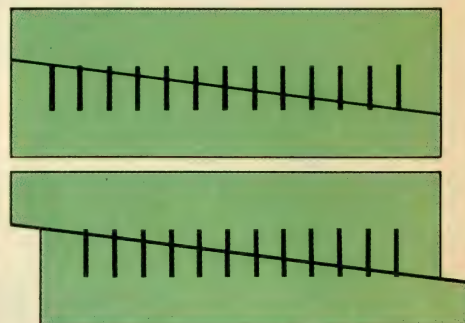
Box: Less than 0.1 mg "tar," 0.01 mg nicotine—Soft Pack: 1 mg "tar," 0.1 mg nicotine—100's: 4 mg "tar," 0.4 mg nicotine av. per cigarette by FTC Method.

THE DISAPPEARING MAN

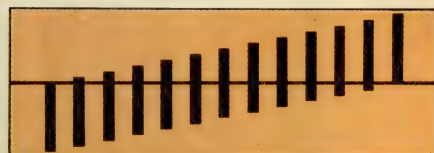
©1956 by Mel Stover



A strikingly simple vanishing puzzle is "Pencils," at left: 7 red and 6 blue pencils become 6 red and 7 blue when the bottom pieces are switched. Why?



The most basic form of the illusion: 13 lines become 12 when the paper is cut and shifted as shown.



When rectangles are drawn in stepping-stone fashion and a horizontal cut is made as shown, the number of rectangles will increase if the top half of the picture is shifted to the right, but will decrease if the top half is shifted to the left.

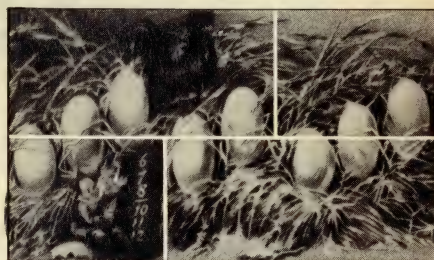
Most optical illusions fail to hold our attention for long because the secret of their trickery is generally transparent. But the remarkable constructions known as "geometrical vanishes" are so confounding that they continue to delight, amaze, and cause people to question their own sense of sight, even after the mechanics of the puzzles have been explained.

A simple example of this type of paradox is "Pencils," which I designed in 1956. When the three pieces making up the picture of 13 pencils are assembled as shown above left, 7 red pencils and 6 blue pencils are in view. But when the positions of the two bottom pieces are switched as shown above right, the picture mysteriously becomes one of 6 red and 7 blue pencils. As is evident from the simplicity of the drawing, no artistic trickery of any kind is involved in the illusion. The natural (and misleading) question to ask your friends when showing them the puzzle for the first time is, "Which pencil changes color?"

After counting the pencils two or three times, most people will study the puzzle for a minute or so and then exclaim "Aha! One of the pencil pieces in the top row consists of nothing but a point; *that's* the one that changes color." They will then settle back with a self-satisfied smirk, until you demonstrate that the same argument could be made using the pencil with the lone eraser. You can further confuse your "cus-

tomers" by telling him to put his finger on the pencil that he thinks changes color; then rearrange the pieces, all the time keeping his finger on the shaft of the pencil, and say, "See, it can't be that one; it's still the same." You may be able to demonstrate that the color "change" would still occur even if all the points and erasers were removed from all the pencils, and what began as a quiet discussion may turn into a loud argument as the solver gets more and more frustrated at his failure to explain the illusion "cleanly."

To understand the pencil puzzle, look at the diagram above, far right, which shows the original form of the paradox as it appeared in many eighteenth century puzzle books. When the first figure is cut along the center slanted line and the top piece is shifted to the left, 13 lines are turned into 12. Each of the 12 lines is slightly longer than each of the original 13 lines, but the difference is small enough so as to be nearly undetectable. This "vanishing principle" (or "principle of concealed distribution," as Martin Gardner has called it) was soon extended from groups of lines to groups of rectangles. Constructors also realized that the center cut could be horizontal rather than diagonal, provided that the objects were staggered as shown at right, center. Sometime in the nineteenth century, this idea became the basis for a hustler's scam. Twenty \$20 bills were arranged in step formation like the rectangles and



The 4 pieces of "The Magic Egg Puzzle" can be arranged several different ways, with varying numbers of eggs being visible. Shown here are arrangements of 8 eggs and 10 eggs.

OTHER PARADOXES

VANISHING

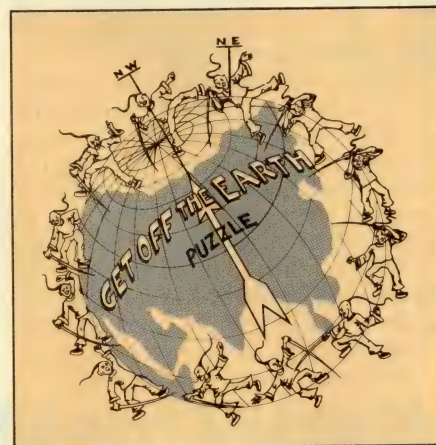
by Mel Stover

sliced along the center line. After the upper pieces were moved to the right, an extra bill "magically" appeared. The shifted pieces were taped together and passed, each bill being smaller than its original by a negligible amount. (Our advice: *don't* try it. After describing the scam in one of his *Scientific American* columns, Martin Gardner received half a dozen newspaper clippings about "experimenters" who wound up in jail.)

By 1880 the vanishing principle had been applied to more complex puzzles, enhanced by artistic tricks. "The Magic Egg Puzzle" at the bottom of page 14 consisted of four pieces, which could be variously arranged to show any number of eggs from 6 to 12. The artist's ingenuity in nestling the eggs in grass, with varying portions of the eggs hidden, covered the discrepancies.

Sam Loyd, the great American puzzle expert, patented the most famous and in many ways the most ingenious geometrical vanish in 1896, the "Get Off the Earth" puzzle shown above right. (Pre-cut versions of this and three other puzzles appear on pages 17 and 18, ready to be punched out and "played.") The success of "Get Off the Earth" was sensational, and some ten million copies were sold during Loyd's lifetime. He began work on the puzzle after being offered \$250 for a device to help publicize a new resort. He had been considering a version of the old vanishing paradox for some time, and he wanted to come up with a novel twist. Accordingly, he distorted the horizontal cut into a circular one; this innovation reduced the number of puzzle pieces to two but caused a number of complications in construction. In order for all the men to appear more or less upright around the circle, for example, the men had to do a "cartwheel" around the line of movement.

Loyd chose swordsmen as subjects so that the various contortions of the figures would not look unnatural. The swords and "pigtailed" made the puzzle more interesting visually, and the vanishing principle had to be applied separately to each of these items. Thus as one of the "Chinamen" (a word used by Loyd which, though it may be considered derogatory today, was common usage in Loyd's time) disappears when the circle is rotated to a new position, each sword lengthens slightly, as does each braid. (The average length of a sword or braid in the 12-men position is $13\frac{1}{2}$ as great as the average length of a sword or braid in the 13-men position.) The num-



"Get off the Earth," by Sam Loyd, is the most famous vanishing puzzle. A pre-cut version appears on page 17.



In the author's "Beer Glass Puzzle," 6 men and 4 glasses of beer leave the men two drinks short; but by switching the top two pieces, the situation is corrected, as one new glass appears while one of the men vanishes.

ber of feet also had to change. Notice that when the arrow is in the northeast position, the right foot of one of the warriors hides behind another warrior (the one in the 7 o'clock position).

When "Get Off the Earth" was almost complete, Loyd took it to Don Comstock, a friend and staff artist at the *Brooklyn Daily Eagle*, to touch up the drawing. The artist was so taken with the puzzle that he showed it to his publisher, who in turn asked Loyd to write a regular puzzle column. Loyd accepted, and the paper even gave him money to run prize contests.

"Get Off the Earth" was not originally

presented in the *Eagle* as a contest, but some 100,000 people wrote Loyd their answers to the questions "Which man vanishes?" and "Where does he go?" The paper finally put up a bicycle as a prize, which went to the person who mentioned the greatest number of the nine criteria Loyd himself considered to be necessary for a complete answer (such as the missing foot, the lengthening swords and braids, and an explanation of the general vanishing principle; no one noticed the "cartwheel" effect). Loyd printed many of the best letters in his column, but he also enjoyed tantalizing people with false or unhelpful solutions.

©1956 by Mel Stover

For instance, he liked to compare the disappearing man to the disappearing inch of an elastic band that has been stretched to 13 inches and allowed to contract to 12.

Lloyd designed another circular vanishing puzzle in 1909, entitled "Teddy and the Lions" (page 18). Theodore Roosevelt is surrounded by 7 lions and 7 natives when the circle is in one position, but by 8 lions and only 6 natives after the circle is rotated slightly. The basic principle is the same as in "Get Off the Earth." The change in the number of lions and the change in the number of natives occur independently from one another, but their simultaneity gives the illusion that one of the natives has turned into a lion. In a sense, the pencil paradox operates in the same way, since 7 red pencils become 6 at the same time as 6 blue pencils become 7.

"The Beer Glass Puzzle" (page 15) which I designed in the 1950s creates a similar illusion. My idea was to make it into a promotional handout for a beer company, with instructions reading something like the following:

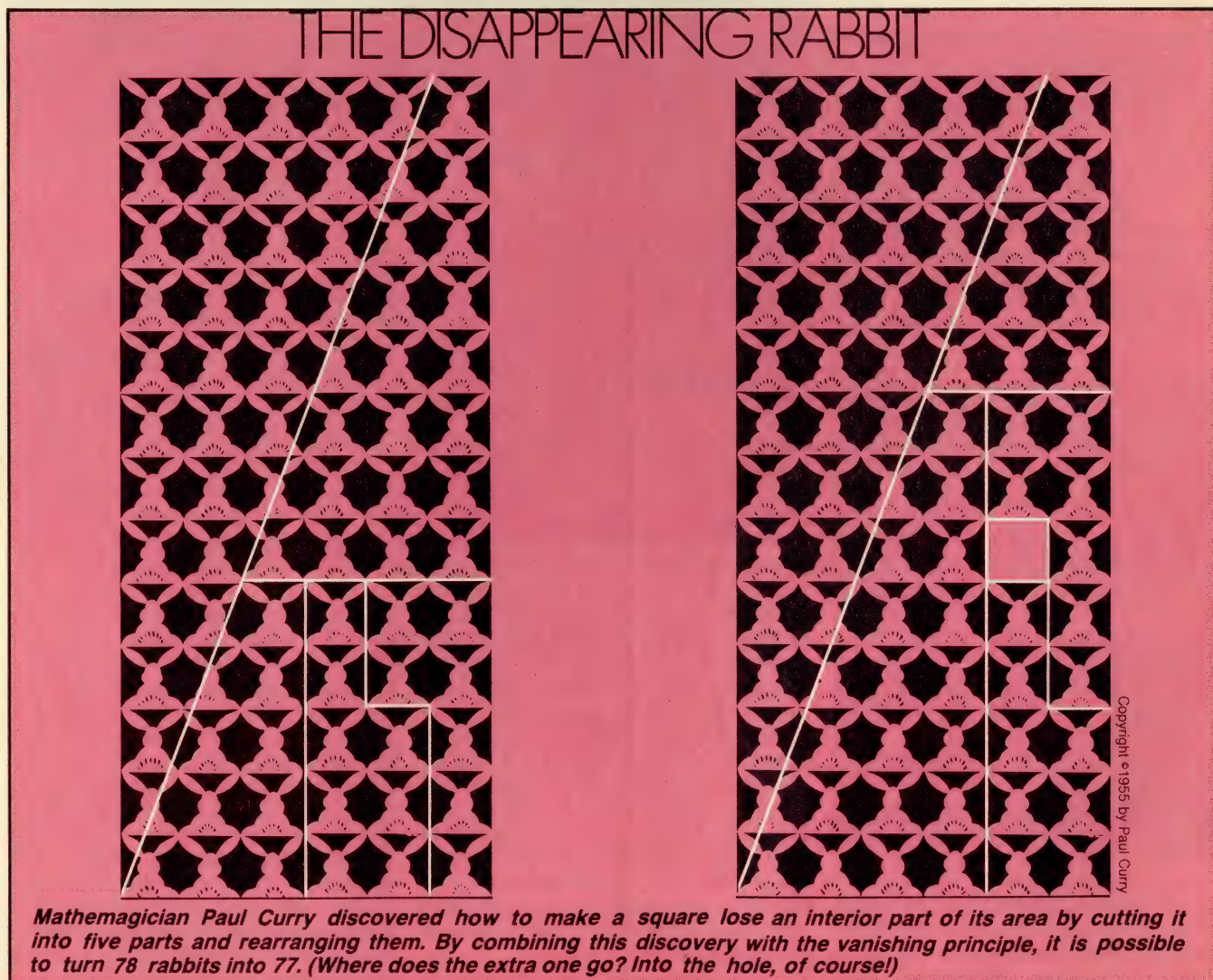
"Here are 6 thirsty men and only 4 glasses of Burpo Beer. Can you arrange things so that each man has a glass of Burpo?" When the positions of the top two pieces are switched, the picture changes to 5 men and 5 glasses of beer. "Obviously," the promotional material might continue, "one of our men changed to Burpo Beer. This is not unusual. Every year thousands change to Burpo...", etc. Later that year I was in New York, and a friend of mine persuaded me to take the puzzle to a well-known advertising agency. He made an appointment for me, and after waiting the customary hour, I was admitted to the inner sanctum. I gave the pitch and the man said the puzzle was too simple. His theory was that all one had to do was name the different men (cook, Hindu, etc.), then make a list, switch the pieces, and refer to the list to see which man was missing. When I suggested he try out his "solution," he said he was too busy, but if I came up with something they could use...

The best of the modern constructions is probably "The Vanishing Leprechaun," shown on page 17, with design

and artwork by Pat Patterson of Toronto. A 19-inch-long version of the puzzle can be obtained for \$2.50 (postpaid) from the W.A. Elliott Company, 212 Adelaide St. W., Toronto, Ontario, Canada M5H 1W7. The football player illusion on the cover of this magazine (and also on page 18) was specially commissioned by *Games* and is closely based on the leprechaun puzzle.

By now, you should understand these illusions well enough to play devil's advocate with friends puzzling over them for the first time. After you are finished arguing about the pencils, for example, you might try showing them the beer glass puzzle, asking them the inevitable "Which man changes into a glass of beer?" If you'd like to know how I would answer that question and explain the mechanics of the beer glass puzzle, turn to *Answer Drawer*, page 92.

Mel Stover's interests include puzzles, games, and magic. A one-time chess columnist for *Chess Chat*, he now writes weekly bridge articles for the *Winnipeg Tribune*. His byline has appeared in *Esquire*, *Recreational Mathematics*, and *Casino and Sports*, and he is a regular contributor to *Games*.





Copyright © 1968 by W. A. Elliott Co., Toronto, Canada.

"The Vanishing Leprechaun" is probably the best of the modern applications of the geometrical vanishing principle. Depending upon the positions of the top two pieces, either 15 or 14 leprechauns appear in the picture.

Four Pre-cut "Vanishing Man" Puzzles

INSTRUCTIONS: Carefully separate the pieces of "The Vanishing Leprechaun" (above) and "Get Off the Earth" (below) along the pre-cut lines. If the perforations on your copy are not perfectly aligned with the dotted lines, use scissors instead to cut accurately along the dotted lines. (Two additional puzzles appear on the reverse side.)

"Get Off the Earth" was the most successful puzzle ever created by Sam Loyd, the great American puzzlemaster of the late nineteenth and early twentieth centuries. Place the circle onto the rectangular background, with the arrow in the northeast position, and 13 Chinese warriors will be in plain view. But turn the circle so that the arrow points to the northwest, and you will have only 12 warriors. Which one vanishes, and where does he go? According to Loyd himself, "The claim that 12 perfect men are changed into 13 imperfect men, or

that 13 perfect men are transformed into 12 imperfect men . . . is a fallacy. My invention claimed, and was so recorded in the United States patent office, 'a picture divided into two or more movable parts, so that different points of contact will produce variable results.' In other words, so much color and ink can be arranged to produce 12 or 13 men—both groups being equally correct." By turning the circle clockwise from the northeast position, it is possible to produce 14 or more men, but at that point they really do become imperfect.





"Twelve Men on the Field" was designed for the cover of *Games* by Don Wright, with artwork by Bernard Bonhomme. Based closely on the leprechaun puzzle (see reverse side), the picture shows either 11 or 12 football players on the field, plus three referees, depending upon which of the top two pieces is placed on the left.

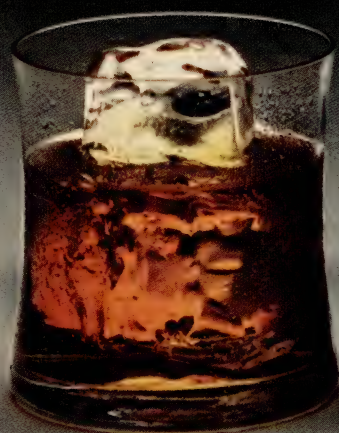
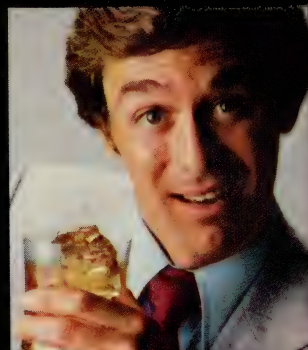
Before tearing or cutting, see instructions on reverse side.

"Teddy and the Lions" was created by Sam Loyd in 1909. Though less elaborate in detail than Loyd's earlier "Get Off the Earth" puzzle, "Teddy" introduces the twist of having two different types of figures change in number simultaneously. Depending upon the positioning of the circle inside the frame

(put Teddy Roosevelt straight up, then rotate him slightly clockwise or counterclockwise), either 7 lions and 7 natives, or 8 lions and 6 natives, will be visible, giving the illusion that one of the natives turns into a lion (or vice versa).



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PHOTO CRIME

THE MURDER OF MONTY WOOLLEY

WRITTEN AND DIRECTED BY ALFRED HITCHCOCK

The familiar visage on these pages is indeed the grand master of suspense, Alfred Hitchcock, making a guest appearance in the popular Photocrime series that ran in *Look* Magazine between 1937 and 1953. It's as satisfying a Photocrime as we've ever solved, and we present it as a tribute to the man who terrified us so often and so well.

The idea of "picture mysteries"—as Photocrimes were called at first—originated in England, the brainchild of an insurance clerk. *Look* launched its series with the English puzzles, but soon afterward brought in mystery writer Austin Ripley to create original scripts.

Of the occasional guest writers, Hitchcock was the most celebrated. When he wrote "The Murder of Monty Woolley" for *Look* in 1943, he had already directed 30 films, including *The Thirty-Nine Steps*, *The Lady Vanishes*, *Shadow of a Doubt*, and *Rebecca*. Expanding his cameo appearance beyond its usual brevity, Hitch starred as himself, both directing and solving the crime. And with a touch of characteristic perversity, he cast the other actors as themselves: Monty Woolley (*The Man Who Came to Dinner*), Doris Merrick (*Time to Kill*), and make-up man Guy Pearce.—Ed.



1 Monty Woolley is being made up for a hard day's work in *Death Wears a Beard* at Colossal Studios. Leading lady Doris Merrick drops in on her way to the set. "Someone," says Woolley, "has sent me a threatening letter—and I know who!"



2 The morning's shooting goes smoothly. Woolley is his urbane self, seems to have forgotten his danger. Hitchcock, who is directing the film, puts Woolley and Miss Merrick through a tender scene. Then he announces: "Break for lunch!"



3 A short while later, Hitchcock sees the bearded actor driving off the lot, apparently on his way to lunch. "Don't get back late!" Hitchcock calls out. But Woolley does not answer, and the rotund director, puzzled, watches him go.

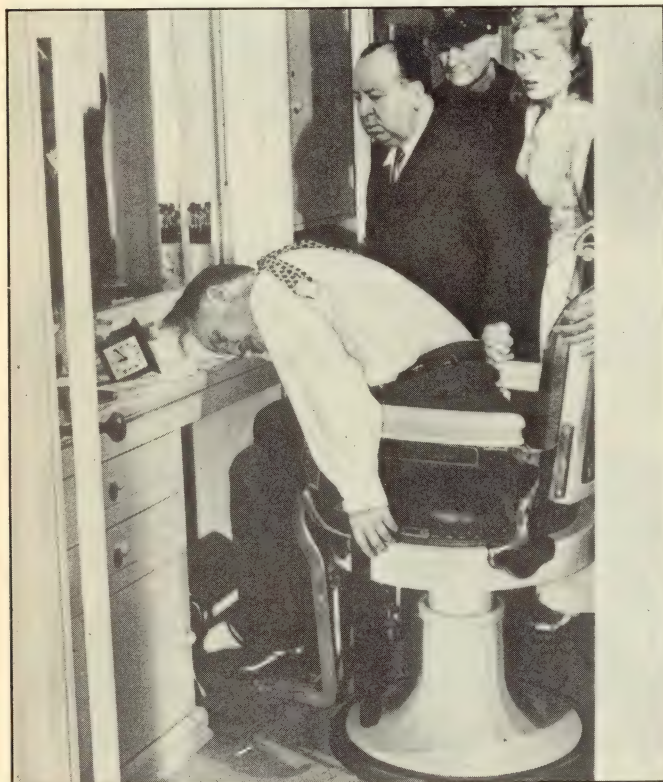
Photos by Earl Theisen



4 After lunch the company reassembles on the set. Everything is ready—but Woolley is missing. “Where’s Woolley?” asks Hitchcock. “Hasn’t he come back from lunch?” A call to the studio gate reveals Woolley has not checked in.



5 “Let’s step out for some sunshine,” says Hitchcock, and walks off the set with Miss Merrick. Sensitive to the atmosphere of crime, he is deeply disturbed. Later, the make-up man comes running toward him, shouting: “Woolley is dead!”



6 Woolley is found slumped forward in his chair, strangled to death. The director, actress, make-up man, and a studio cop look at him with horror. The policeman says: “But—Mr. Woolley left the lot some time ago, and didn’t return!”



7 Hitchcock looks over the disordered room, picks up the broken clock. “Why this is impossible . . .” he mutters. Suddenly he turns, points at the make-up man: “You murdered Monty Woolley!” *How did Hitchcock know?*

Answer Drawer, page 92

First Prize
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A GAMES CONTEST

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SCRABBLE® Brand Crossword Game is a registered trademark of Selchow & Righter Company for its line of word games and entertainment services.



How high can you score with each of the racks of tiles?

Some of you may still recall "Kibitzers' Day in Court" (January/February 1978), our first contest based on the popular SCRABBLE® Brand Crossword Game. We still deny having deliberately planted KIOSQUES in the final rack of tiles; this time, however, we're not making any promises.

We wish to alert veterans of the previous contest that we've changed the basic format. The board at left shows a position from the middle of a game, and the four racks of tiles below are four possible racks that the next player in the game might hold. For each rack, you are to find the highest scoring play you can possibly make in the game position shown. *Each of the racks is to be considered a separate problem*; in other words, after you have made a play with one rack, you should remove the tiles you played and return to the original board position (the one shown at left) before proceeding to play the next rack. Thus, the order in which you choose to play the four racks cannot affect your score. The contestant with the highest total score for all four racks will be the winner. Additional rules:

1. All rules of scoring and word formation are as in the SCRABBLE® Brand Crossword Game. We assume most readers are familiar with these rules, but it may be worth keeping the following points in mind:

- All tiles played in a single turn (that is, with a single rack) must lie along a straight line, either horizontal or vertical.
- At least one of the tiles played in a turn must border on at

least one tile that was already on the board before the turn.

c. The blank can be used as any letter of the alphabet, but it must be used as the same letter in both directions if it falls at the intersection of a horizontal word and a vertical word.

d. The point value of each tile is the number appearing on its face (the point value of a blank is zero). The score for a turn is the sum of the point values of all tiles in all words newly formed in that turn (including tiles previously placed on the board that have become part of the new word or words), plus any bonuses for premium squares and/or for using all seven tiles. Any tile whose placement forms two new words at once (one horizontal, the other vertical) scores separately for each new word.

e. A premium square counts only in the turn during which it is covered. If two words are formed simultaneously and intersect at a premium square, the premium counts in both directions.

f. If all seven tiles in a rack are used in a turn, a 50-point bonus is added to the score. This bonus is never doubled or tripled even if the word falls on a double or triple word score.

2. Acceptable words: All words formed in crossword fashion in any turn must appear in *Webster's Third New International Dictionary* (Unabridged) as single, unabbreviated, nonhyphenated, noncapitalized words, and they must either be listed in the main body of that dictionary—whether as main entries, inflected forms such as plurals or verb tenses, or derivative words listed in boldface under main entries—or be clearly implied from the rules of Section 4 of the Explanatory Notes. Words appearing only in the Addenda are not acceptable.

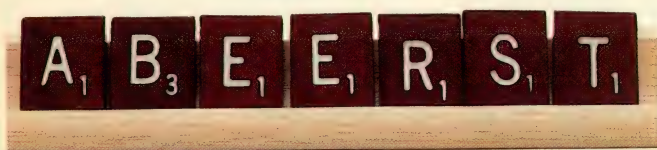
3. On *both* your entry blank (the one below or a facsimile) and the reverse side of your envelope, you must write your total score (the sum of your scores for each rack).

4. You may enter as often as you wish, but each entry must be mailed separately.

5. The winner will be the entry with the highest total score. Ties, if any, will be broken by random drawing.

Clip or copy this coupon and mail to: **Kibitzers Contest, Games, 515 Madison Avenue, New York, NY 10022. Entries must be received by December 1, 1980.**

Rack	Word(s) formed	Score
1. ABEERST	_____	_____
2. GINORSU	_____	_____
3. AEINSTZ	_____	_____
4. <input type="checkbox"/> HIMOTU	_____	_____
Total score:		_____
Name _____		
Address _____		
City _____ State _____ Zip _____		



A MOUSE'S NEST IN A CAT'S EAR

And Other Improbabilities from the World of Rhyme and Reason—Just to Keep You Guessing

by Willard R. Espy

A handsome, black German shepherd came visiting, drawing by a leash an aging man with an abbreviated white beard and dark glasses. The old man wore a dingy white robe and poked about with a white cane. He gave his name as Homer, and said he had come from ancient Greece to warn me about riddles. "I died of one," he said.

I led him to an easy chair by the fire, saw him settled with the German shepherd at his feet, and asked, "How so?"

"At vexation of not being able to find the answer."

"Do you recall the riddle?"

"How could I forget? It was 'What we caught we threw away, and what we could not catch we kept.'"

"Everyone knows the answer to that," I said.

"Impossible!"

"The answer, Homer, is 'fleas'."

"Fleas!" he screamed. "And for this I had to die?"



Long before Homer's time, riddles exasperated and tickled mankind. They have been much on my mind recently, someone having mentioned to me—in a phrase surely unprecedented for its freshness of insight—that life itself is a riddle to which nobody has found the solution. Little riddles, which have answers, are thus teasers for the big one, which has none.

The question arises: What is a riddle? In one sense, it is a sieve with coarse meshes for sifting grades of potatoes or coal. In another sense, a board having a row of pins, set zigzag, between which a wire is drawn to straighten it. Then again, it is a container holding thirteen bottles of wine. And a verb meaning to separate, as grain from chaff, or perforate, as to riddle with bullets.

Most familiarly, though, a riddle is a question that contains a seeming paradox or contradiction, an enigma that invites a playful sort of guessing. And it is this kind of riddle that interests me here. Yet the other riddles are germane; for though there is no etymological linkage, there is an analogy between the potato sifter, the row of pins, the verb meaning to separate, and the word game—all attempt to clarify matters.

And analogy is what the riddle as enigma is all about. At first, riddles sprang from man's perceptions of analogies in nature. The famous riddle of the sphinx put such an analogy in the form of a question: What creature walks in the morning upon four feet, at noon upon two, and at evening upon three? The answer is man—as a baby on hands and feet, as an adult erect on two legs, and in old age with a staff. Once the analogy

between the stages of life and the notion of a creature with a changing number of limbs was observed, the riddle sprang into being full-blown.

Other sources of riddles are animism (personalization of nature) and fable:

What flies forever and rests never?

Answer: The wind.

What is wingless and legless, yet flies fast and cannot be imprisoned?

Answer: The voice.



As plowed land intruded ever deeper into the surrounding wilderness, riddles gradually turned their attention to puzzles nearer home:

You eat something that you neither plant nor plow. It is the son of water, but if water touches it, it dies.

Answer: Salt.

What can go up a chimney down but can't come down a chimney up?

Answer: An umbrella.

The early riddles of analogy had their counterparts in trick questions with unexpectedly humdrum answers:

Why does a miller wear a white hat?

Answer: To keep his head warm.

In the footsteps of the folk riddle came the conundrum, a pun in the form of a question:

What has a head and four legs but cannot walk?

Answer: A bed.



Why did the lobster blush?

Answer: Because it saw
the salad dressing.

Though our post-industrial world is a poor source of folk riddles, those of an earlier age have refused to die. They were passed on orally for countless generations, and now piggyback on pamphlets and books. Though scarcely less ancient than speech, they continue to flourish in every schoolyard.

Many riddles are just jokes—and no shame in that. But a splendid folk riddle is a reminder of a time before recorded history. At its call, insights submerged



under the tide of workaday concerns surge suddenly back to the surface. Our emotional wellsprings are often blocked by a long accumulation of leafy litter. There is nothing like a riddle from an earlier time for clearing that litter away.

Consider, for instance, this five-word riddle from Nigeria:

O teacher, open thy book.

The answer—and what other answer could there be?—is “butterfly.” I suggest that you return to this lovely enigma when your soul is hungry; it will always have sustenance to offer.

The best poetry shares this quality of revelation. Whether for that reason, or because the poetic voice came easier in the old days, riddles have often taken melodic form. One of the most familiar and beloved poetic riddles is this English-Scottish ballad:

I gave my love a cherry that has no stone.
I gave my love a chicken that has no bone.
I told my love a story that has no end.
I gave my love a baby with no cry-en.

How can there be a cherry that has no stone?
How can there be a chicken that has no bone?
How can there be a story that has no end?
How can there be a baby with no cry-en?

A cherry when it's blooming has no stone.
A chicken when it's pipping has no bone.
The story that I love her has no end.
A baby when it's sleeping there's no cry-en.

This is not the stuff of great poetry; it is only charming. But to charm is itself no mean accomplishment.

In this vein, I have rendered a selection of my favorite prose riddles into verse. Generally, the original riddle eclipses its rhymed imitator in tightness and discernment; perhaps I should not have fooled around. Occasionally, though, the verse riddle seems to me to be more memorable, or to add a new dimension.

In my efforts, question and answer may both appear in the verse itself; or the answer may be appended; or the analogy may not be phrased as a question at all. In some instances I have injected a moment of suspense by inserting blanks that invite you to guess the punch line.

With some riddles the sky's the limit:

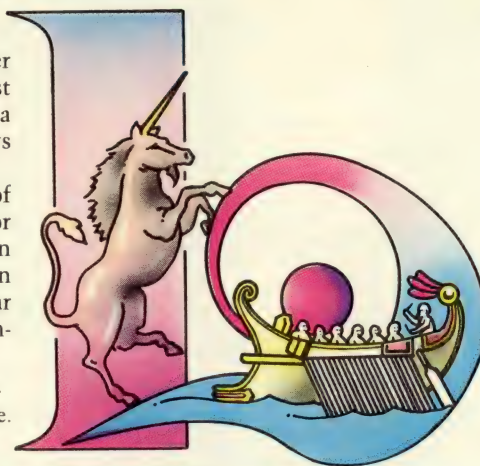
1. from Russia

The old woman's starving mutt
Spies above the hut
A toothsome crust of bread.
Ah, but
It's way above his head;
He barks, unfed.

Answer: The crescent moon.

2. from Japan

The bald head called up to
the moon,
“We two are like as two old shoon.”
Pressed this likeness to define,
He said, “We both are round,
and shine.”



3. from Africa

I make my wish
On one big pond
With one big fish.
Answer: The sky and moon.

4. from Wales

In a blue field wander
Many geese, one gander.
Answer: The sky, stars, and moon.

5. from Ceylon

By day I am an empty room;
By night, a garden in full bloom.
Answer: The sky.

6. from Persia

Ten thousand shining knights I
call my own—
Their lord am I.
With golden banner rides one
knight alone—
Aghast, we fly.

Answer: The stars, the moon,
and the sun.

7. from Ireland

Two white cows
From the farmyard stray;
One by night,
One by day.

Answer: The moon and sun.



Other riddles bring heaven down to earth:

8. from Japan, a haiku

An autumn sky and
Cloth poorly dyed—can you not
See the resemblance?
Answer: Both change color easily.

9. from Europe

The way you said it
Is not *comme il faut*:
“What was made long ago,
But I just made it?”

Answer: Either a bed, as claimed by the chambermaid, or the maid in the bed, as claimed by the roomer.

10. from Russia

If you have feared
That maybe
You might have a baby
With a beard,
Take note:
Don't have a baby

Answer: Goat.

(Continued on page 26)

Another body of riddles concerns . . . bodies:

11. from India

There are two little doors around;
That shut and open without sound.
Answer: The eyelids.

12. from Ireland

The shortest short bridge in the
world, I suppose,
Is the bridge, is the bridge, is the
bridge of my _____.
Answer: Nose.

13. from Europe

Are you appalled
That you grow bald
With beard still black and curly?
*Your hair appeared
Before your beard,
And so must leave more early.*

Animal riddles are as common as frogs in a marsh—and sometimes are frogs in a marsh:

14. from Poland

A quick knight walks amid the bogs;
His little friends all run away.
Who is he, and who are they?
He's a stork, and they are frogs.

15. from Russia

"What kind of bush do you sit under,
Rabbit, in the rain and thunder?"
"The only kind that I can get—
A bush that's _____."
Answer: Wet.

16. from Ireland

The cow is broad, the cow is wide,
But hairy only on one side.
Which side? Just look at any cow:
_____, I vow.
Answer: Outside.

17. from India

They come from eggs . . .
First get born . . .
Then get legs.
Answer: Frogs.

18. from Haiti

Answer, I implore,
This enigma, love:
Four feet on the floor,
Four feet above.
Answer: A cat on a table.

19. from Tennessee

What is it that
Has ears like a cat
And a head like a cat
And feet like a cat
And a tail like a cat
But for all that
Is not a cat?
Answer: A kitten.

20. from the Midwest

Answer me!
What was not,
What is not,
What will never be?
What? Haven't guessed?
It's perfectly clear:
*A mouse's nest
In a cat's ear.*

21. from Tibet

What babe, I beg,
Is bald of crown
And white as down
When born? . . . _____
Answer: An egg.

22. from Nigeria

Do you know, do you know
What is blacker than a crow?
Caw the answer all together!—
A crow's feather!

Riddles have a high old time with artifacts:

23. from Iceland

Turn us on our backs, and then
Open up our stomachs.
You will wisest be of men.
Though at start a lummoX.
Answer: Books.

24. from the Kxatla tribe of Africa

"Mother, say
When I dance
Why you stay
Still, askance?"
"So't must be.
Child is branch—
Mother, tree."

25. from the Votiak tribe of Africa

Who judges truly, never fails,
Though he is lifeless? Tell me! . . .
Answer: Scales.

26. from Persia

A silver serpent swam within an urn;
A golden bird did in its mouth abide.
The serpent drank the water; this in
turn
Dissolved the serpent; then the gold
bird died.
Answer: An oil lamp. (The
serpent is the wick, the water
is the oil, and the golden
bird is the flame.)

The deepest riddles of all are hidden in our hearts, and are worth lingering over to guess the solution.

Answer Drawer, page 92

27. from ancient Greece

Though iron's strong, the black-
smith, stronger still,
Can beat and twist it.
What's then so strong that all the
blacksmith's will
Cannot resist it?

28. from the Moslem

Who holds me tight
Through the night
But at dawn's crack
Turns her back?

29. from Africa

Bury deep;
Heap on stones.
Yet will I
Dig up the bones.

This final riddle offers hope that no tragedy is utter:

30. from Jamaica


In all the world, one ax;
One man; one tree.
Man attacks
Tree with ax;
Tree in fall
(Ah me! ah me!)
Kills man, ax, all.
Who'll now recall
That trinity—
Man, ax, tree?

The most recent of Willard R. Espy's books on the lighter side of language is *Another Almanac of Words at Play*, published by Clarkson N. Potter, Inc.



DRAMBUIE OVER ICE WITH 341 SLIDES OF GREECE.



A man and a woman are sitting on a couch in a living room. The man, on the left, is wearing a red jacket with a white fur collar and glasses. He is holding a white mug and looking towards the camera with a slight smile. The woman, on the right, is wearing a white bunny suit with large white ears and a pink scarf. She is holding a rotary phone to her ear and has a surprised or excited expression. In front of them on the coffee table is a plate with a slice of chocolate cake. The background shows a cluttered living room with various items on shelves and a lamp.

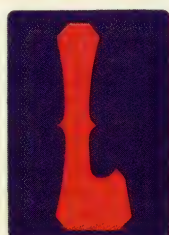
"Sally, you shouldn't have moved—did we have a costume party! The Sawyers came as Tarzan and Jane, the Hannans were Romeo and Juliet, the belly dancer and the sheik turned out to be the Exlers. David and I dressed as our fantasy of each other...Hey, we really missed you." Good friends may move away, but a call invites them back into your life.



Bell System

Reach out and touch someone.

PRESENTING MARK WILSON AND HIS AMAZING MAGAZINE MAGIC★



adies and gentlemen,
your attention, please!
For this card trick
I'll need a volunteer
with an open mind—
a mind I can read.
How about you?
We've never met before,
have we? And you

can certainly assure the skeptics in
the audience that you hadn't
planned to volunteer before you turned
to this page. Very good. Now to begin.

I've dealt out sixteen cards, eight
black, eight red, as shown here.

First, pick any red card shown
here and *think* about it. Would
you like to change your mind? No?
Then I ask you kindly to place a coin
on the red card of your choice.

Now, take your coin and move
left or right to the nearest
black card.

Next, move the coin vertically
up or down to the nearest
red card.

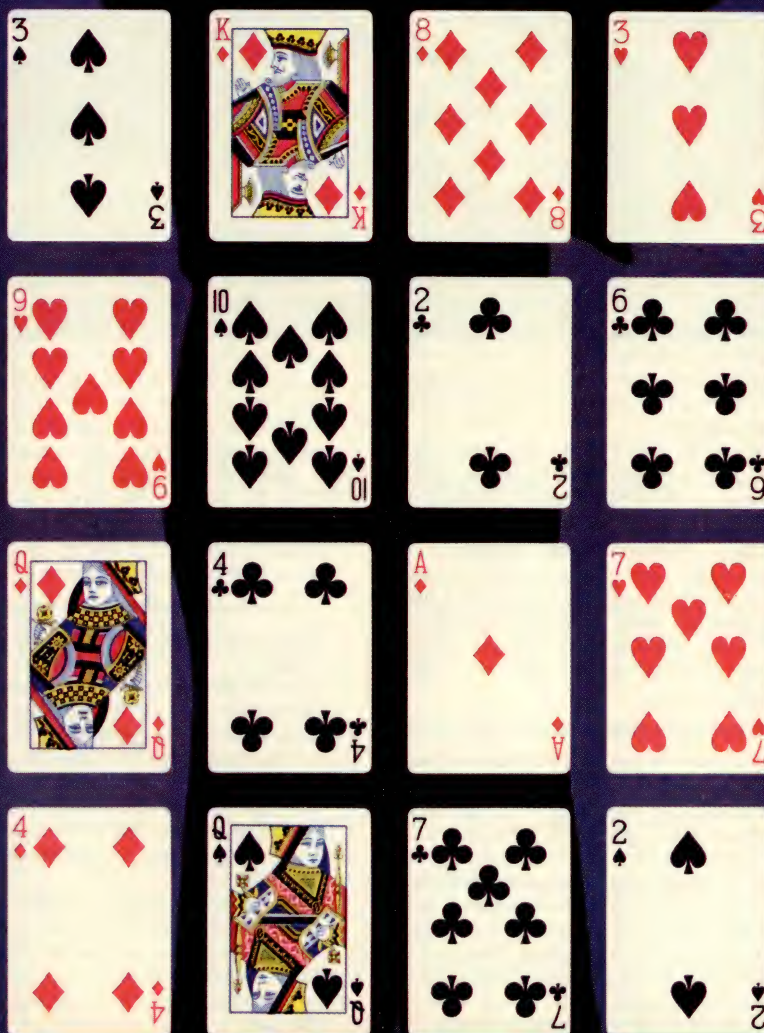
Now, move diagonally to the
nearest black card.

And finally, move down or to
the right to the nearest red card.

Remember this card. Concentrate on it . . .
I am receiving a vibration . . .
your thoughts are becoming clearer . . .
yes, I can see it now. The card you
ended up on is . . . is . . . is in the
Answer Drawer, page 92.

Internationally renowned magician Mark Wilson recently visited China as the first guest magician of that government since 1949. "Magazine Magic" is the first of an occasional series in this magazine.

"Pick a Card, Any Card"



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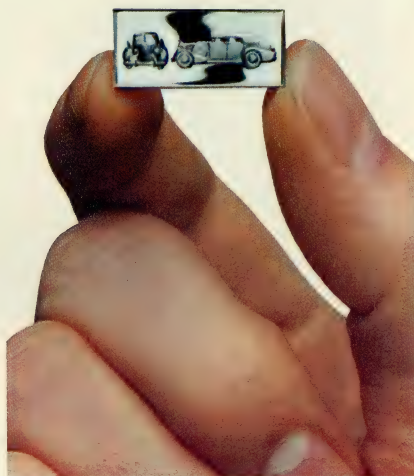
This is the excitement that awaits you in every issue of *The Official Classic Cars Silver Miniature Collection*, as you discover the intriguing world of the minted miniature. A world that combines the beauty of solid sterling silver with the fascination of meticulous detail in the tiniest area . . . and the precision of a perfectly formed yet minute work of craftsmanship.

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The 1939 V-12 Packard. Originally owned by the famous actor Errol Flynn, it features a leather top, horse-hide upholstery, fur flooring, hydraulic brakes and concealed aerial.

And such equally famous marques as the Lincoln, Bentley, Auburn, La Salle, Marmion, Peerless, Stutz, Chrysler, Renault, Talbot, Mercer — *every one of the 63 officially recognized international classics.*

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By authority of The Classic Car Museum, *The Official Classic Cars Silver Miniatures* will be issued in limited edition and by direct subscription only. The number of complete sets to be issued will be permanently limited to the exact number of subscriptions entered by the end of 1980.

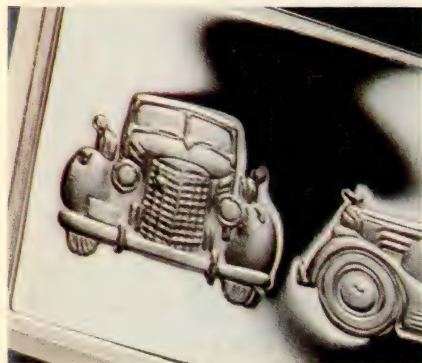
Subscription deadline: December 31, 1980

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will provide great pleasure and satisfaction for you and your entire family, throughout the years to come.

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1938 Cadillac Convertible silver miniature illustrated above is approximately five times actual size to show fine detail.

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*Must be postmarked by December 31, 1980.
Limit: One collection per person.*

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ALL APPLICATIONS ARE SUBJECT TO ACCEPTANCE

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Address _____

City _____

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ENCYCLOPAEDIA ENTOMOLOGICALIS



Don't be alarmed if among the real insects on these pages you find several species that aren't in your collection. They aren't in anyone else's collection either. Our friend Jeremy Piltdown dreamed them up just to see if you could tell which are real and which are flights of fantasy.

Think you can work the bugs out?

Answer Drawer, page 92

THE TARANTULA HAWK, *Pepsis formosa*, is one of the largest members of the wasp family—some species in the American Southwest measure up to three inches long. The female preys only on the powerful and dangerous tarantula spider (often the size of a human fist), though not for her own nutrition; she kills and brings home one tarantula for each of her young.



THE WATER TIGER, larva of the Diving Beetle, *Dytiscus marginalis*, propels itself through the water like a snake. Its prey of fish, tadpoles, and snakes are impaled on two hollow mandibles (fanglike structures) through which digestive juices are pumped out and nutrition sucked back in. Once the victim is thus digested, its shell is discarded.



THE LAND CLAM of the Southeastern United States, *Lentus piscum*, no more than half an inch high, firmly attaches itself to a rock or other solid object just below the surface of the swamp or marshland it inhabits. It produces a powerful "sonar beam" sound that attracts mosquitoes under the edge of its hood casing; the mosquitoes are then grasped by two pairs of pincer-claws and drained of body fluids.



THE SHEPHERD'S HELPER, *Auxilio pastore*, is the larva of the beautiful White Monarch butterfly found throughout Egypt and Saudi Arabia. Its diet consists mainly of ticks, lice, and other small pests of thick-coated animals; hence it is cultivated by shepherds and goatherds to control the pest population.



THE MALE LUNA MOTH, *Actias luna*, has large, plumelike antennae that spread like ears and are sensitive enough to detect the scent of a female from miles away. Beautiful as these Emperor Moths are, they do not fly very well, and this is perhaps attributable to the fact that as adults they eat nothing.

THE CATERPILLAR OF THE SPICEBUSH SWALLOWTAIL, *Papilio troilus*, has the defensive advantage against birds of looking somewhat like a snake. Its other defensive mechanism is the Y-shaped gland extending between the head and thorax through which it secretes a pungent and repulsive scent when disturbed. It feeds on spicebush and sassafras.



THE SILVER-SPOTTED MAROON DEVIL, *Nefandus puniceus*, is a rare species of the wasp family, perhaps the most dangerous of all insects to man. Its range is limited to small pockets of the tropics, and for the most part it leads a slow and solitary life. When aroused, however, it packs a sting that is fatal to most animals.

Over 30 documented cases of human death have been attributed to the sting of this velvet-colored wasp.



THE PIG FLY, *Cantharis saurius*, is endemic to Southeast Asia. It spends its entire life, from larva through adult, partially burrowed beneath the skin of swine, from which it takes its nutrition directly.

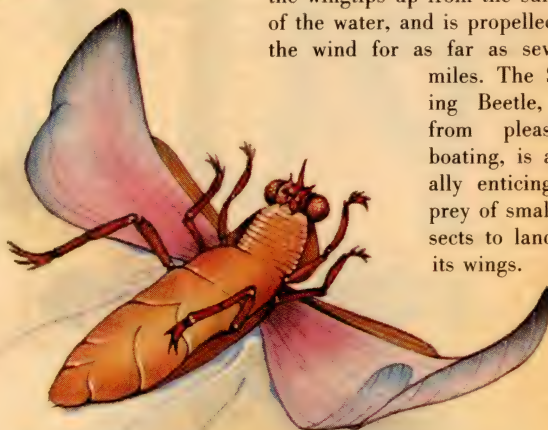
It has no muscles or nervous system, and never moves during its three-month lifespan.



THE ANT LION, *Euroleon europaeus*, resembles the four-winged dragonfly, its wings overshadowing the rest of the body. The larva lies in wait for its prey in much the same way as a lion: it digs a conical pit in sand, dust, or loose soil, and lies at the bottom with widespread jaws buried just beneath the surface.



THE SAILING BEETLE, *Scarabaeus solvere*, is among the world's most common beetles, ranging everywhere but the North and South Polar regions. The family is characterized by its peculiar habit of propulsion: the beetle turns on its back, extends the wingtips up from the surface of the water, and is propelled by the wind for as far as several miles. The Sailing Beetle, far from pleasure-boating, is actually enticing its prey of small insects to land on its wings.



THE THORN BUG, *Campylenchia lechia*, is a small treehopper, commonly called a Thorn Bug for its resemblance to a thorn when resting on a branch. It tends to jump about vigorously when disturbed, as do the larvae, which have the curious habit of lining up on twigs, resembling neatly organized rows of spines or thorns.



THE RHINOCEROS BEETLE, *Oryctes rhinoceros*, is among the world's largest and heaviest insects, sometimes measuring six inches long. It is characterized by the enormous horns of the male, used in combat against other males during the mating season, and occasionally to carry off a female to a more desirable mating ground.

JANUARY, 1981

ANNOUNCING!

VOLUME 1, NUMBER 1

THE 4★ PUZZLER

INSIDE:

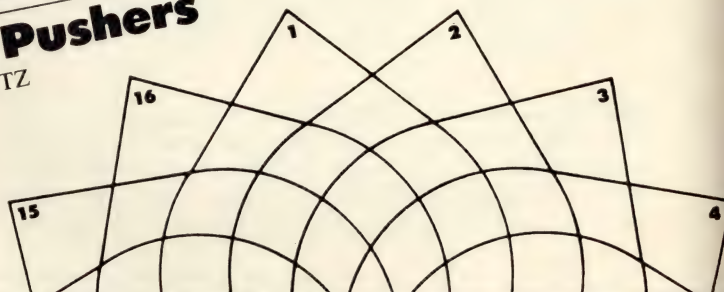
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The Mountbatten Ruby,
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Cryptic Crosswords
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Rebus Contest
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Cryptograms
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Croctic
PAGE 10
Four-Star Quiz
PAGE 11
Puzzles of
The Sphinx

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Petal Pushers

WILL SHORTZ



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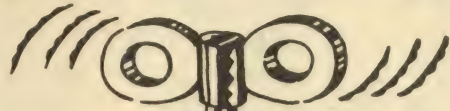
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Edited by Will Shortz

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THE 4★ PUZZLER

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Illustrated by Steven Max Singer

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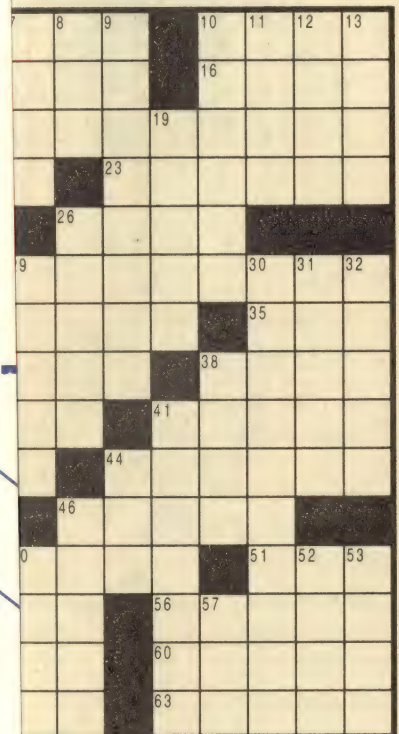
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Answer Drawer, page 92

yard honkers
Preminger



- 50 Blasting explosives, for short
52 Cupid
53 A cinch
55 Yes: Fr.
57 "The Princess and the ____"

ANNOUNCING!

VOLUME 1, NUMBER 1

THE 4★ PUZZLER

FOR STARTERS

We think most people get
puzzled up with the sol...

JANUARY, 1981

INSIDE:

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Eugene Maleska
PAGE 3
The Mountbatten Ruby,
mystery
PAGES 4, 12
Cryptic Crosswords
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Cryptograms
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Croctic
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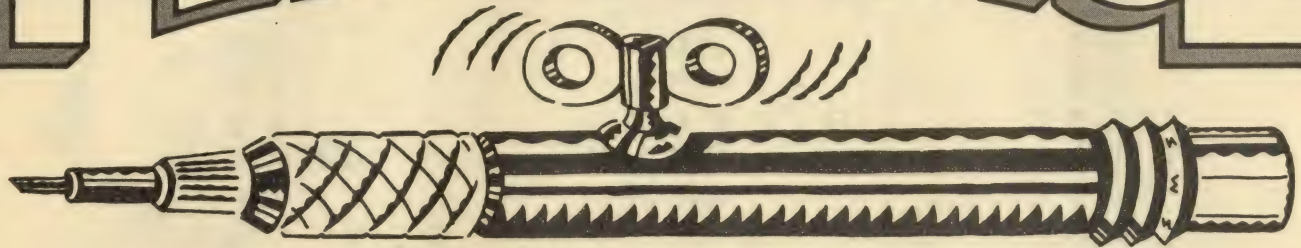
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PENCILWISE



Illustrated by Steven Max Singer

Illustrated Crossword ★

by Jack Luzzatto

ACROSS



- 6 Asian river
10 Fly alone
14 Birchbark boat
15 Italian coin
16



- 17 Insurance seller
18 — hat
(cowboy gear)
20 Beverage in
a bag
21 Where Adam got
his eviction
notice
23 Picks up the tab
24 Singing voice
26



- 27 Crystalline rock
29 Mourned
33 Undo a knot
34 Stunned
35 Indian —
dance
36 Of the ear
37 Salts and dries,
as bacon
38 Jumping stick

- 39 Dickens' "Tiny"
one



- 41 — in
Toyland
42 Grace
44 Monks
45 Split asunder
46 Auctioneer's
word
47 Bird group
50 School book
51 Gosh!
54



- 56 *La Traviata*,
for one
58 Snappy flavor
59 Not "ins"
60 Roman fiddler,
et al.
61 Aware of: Sl.
62 Go up
63 Impertinent

DOWN

- 1 Get lost!
2 Salary
3 Singly: 4 wds.
4 Mr. Reagan,
to his friends
5 Easing of
international
tension

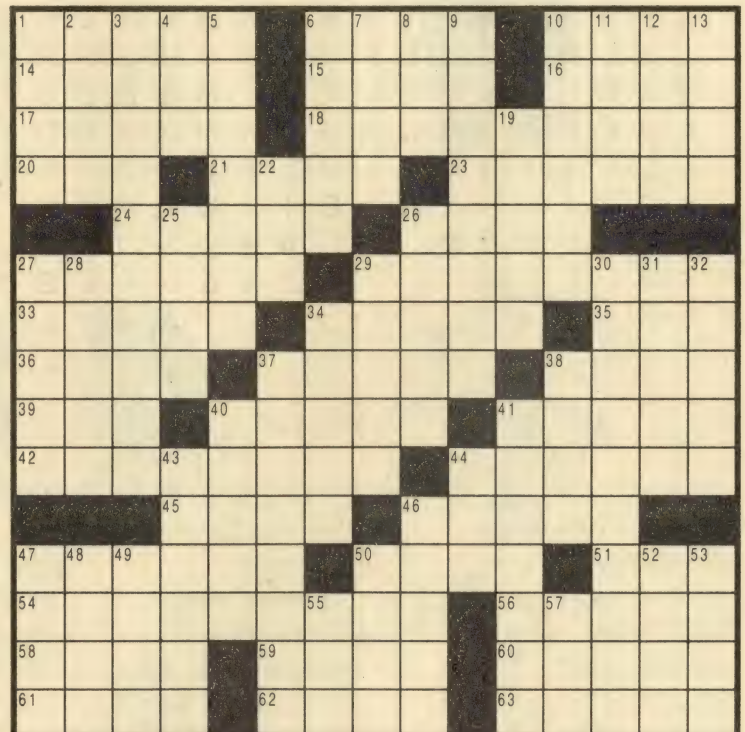
- 6 Change
7 Bearing
8



- 9 Scott Joplin's
music styles
10 Stomach's
neighbor
11 Spanish jar
12 Moolah
13 Possesses
19 Curved like
a bow
22 Egg carton
abbreviation
25 — the Red
26 Labyrinths
27 Repeat a
remark
28 Wait —
Dark
(1967 film)
29 Sizable
30 Extra-base
hits: Sl.
31 Rarin' to go
32 Slag
34



- 37 Factory belt



Answer Drawer, page 92

- 38 Stoics can bear it
40 Spoil, as food
41 Englishmen
43 Yank, south of
the border
44



- 46 Barnyard honkers
47 Mr. Preminger
48



- 49 Penny

- 50 Blasting
explosives,
for short
52 Cupid
53 A cinch
55 Yes: Fr.
57 "The
Princess
and the —"

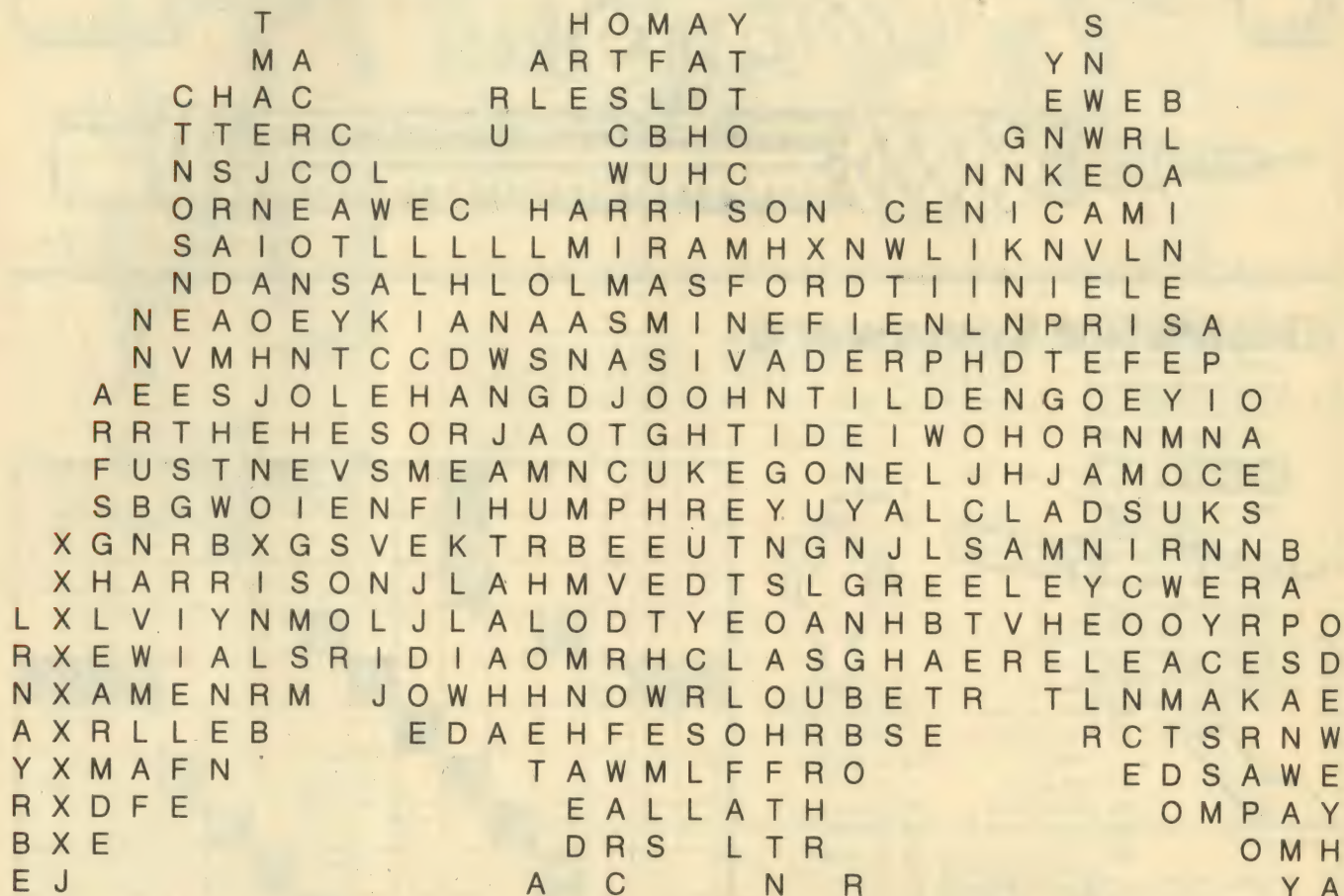
Salute to the Also-Rans★

by Edith Rudy

"Sir, I would rather be right than be President," declared Henry Clay in 1850. He ran and lost three times, of course, so he was entitled to say that. In this salute to the failures and also-rans of presidential politics, the names of 57 major unsuccessful candidates are hidden in the American eagle below. They

run horizontally, vertically, and diagonally in straight lines in any direction. Can you find them all? Candidates who lost more than once are concealed more than once. Dates and party affiliations provided in parentheses are not hidden in the puzzle.

Answer Drawer, page 92



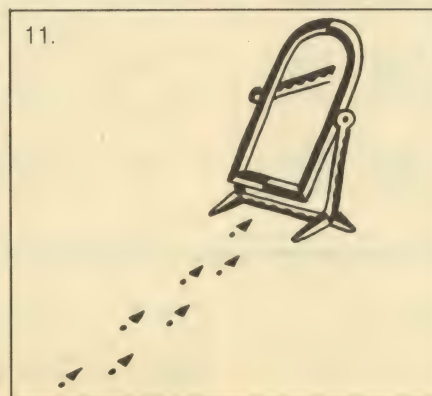
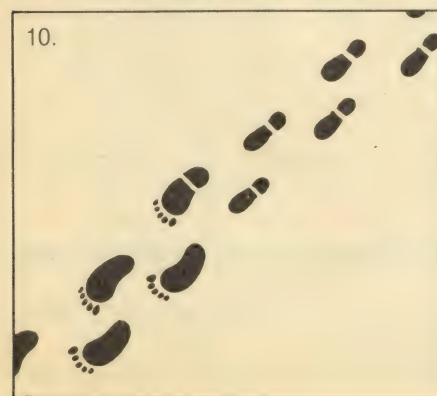
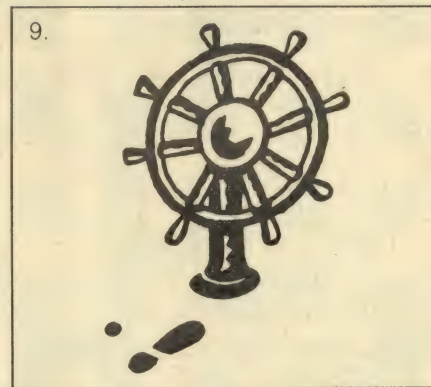
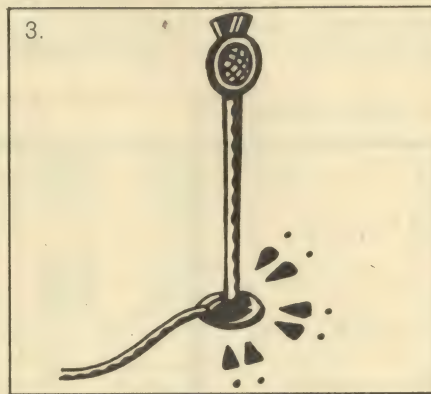
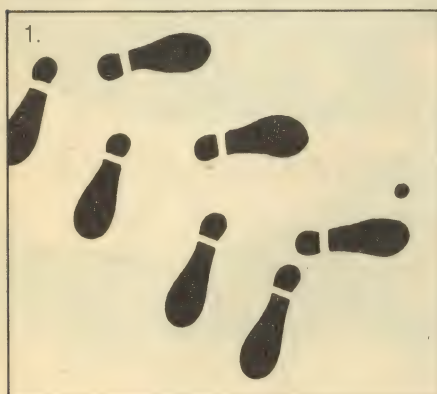
- | | | | |
|----------------------------|-----------------------|------------------------|---------------------------|
| 1796 JEFFERSON (Dem. Rep.) | 1852 SCOTT (Whig) | 1896 BRYAN | 1948 DEWEY (Rep.) |
| 1800 ADAMS (Fed.) | 1856 FREMONT (Rep.) | (Dem./Populist) | THURMOND |
| 1804 PINCKNEY (Fed.) | FILLMORE | 1900 BRYAN (Dem.) | (States' Rights) |
| 1808 PINCKNEY (Fed.) | (Know-Nothing) | 1904 PARKER (Dem.) | WALLACE (Prog.) |
| 1812 CLINTON (Fed.) | 1860 DOUGLAS (Dem.) | 1908 BRYAN (Dem.) | 1952 STEVENSON (Dem.) |
| 1816 KING (Fed.) | BRECKINRIDGE (Dem.) | 1912 ROOSEVELT (Prog.) | 1956 STEVENSON (Dem.) |
| 1820 ADAMS (no party) | BELL (Const. Union) | TAFT (Rep.) | 1960 NIXON (Rep.) |
| 1824 JACKSON (no party) | 1864 McCLELLAN (Dem.) | 1916 HUGHES (Rep.) | 1964 GOLDWATER (Rep.) |
| CLAY (no party) | 1868 SEYMOUR (Dem.) | 1920 COX (Dem.) | 1968 HUMPHREY (Dem.) |
| CRAWFORD (no party) | 1872 GREELEY (Dem.) | 1924 DAVIS (Dem.) | WALLACE (Amer. Ind.) |
| 1828 ADAMS (Nat. Rep.) | 1876 TILDEN (Dem.) | LaFOLLETTE (Prog.) | 1972 McGOVERN (Dem.) |
| 1832 CLAY (Nat. Rep.) | 1880 HANCOCK (Dem.) | 1928 SMITH (Dem.) | 1976 FORD (Rep.) |
| 1836 HARRISON (Whig) | 1884 BLAINE (Rep.) | 1932 HOOVER (Rep.) | 1980 We don't know as of |
| 1840 VAN BUREN (Dem.) | 1888 CLEVELAND (Dem.) | 1936 LANDON (Rep.) | press date, but we left a |
| 1844 CLAY (Whig) | 1892 HARRISON (Rep.) | 1940 WILLKIE (Rep.) | row of Xs to be filled in |
| 1848 CASS (Dem.) | WEAVER (Populist) | 1944 DEWEY (Rep.) | with the name of your |
| | | | choice |

Makin' Tracks ☆☆

by K. M. Paskert

Can you guess the owners of these famous footprints?

Answer Drawer, page 92



Dzquphsbnt! ☆☆

by Norma Gleason

Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to

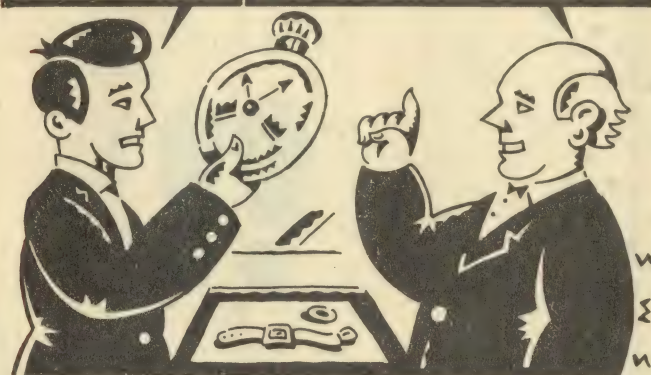
the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 94

1. CRYPTOON

LFUB IDLRF	NK RNSYBW! GUGV'L
ENBWB	ANS BWW LFW BUXV
LIWECW	"LIWVLA JWYRWVL
ZUVSLWB	NKK" IFWV
DV FNSY.	ANS ONSXFL UL?



2. TIMELY INVENTION

QZG'M QM PFNAO MBJM MBI
SBIIP SJZ QGXIGMIE VILYWI
MBI NJW? MBQGA SBJM JG
JSLFP ZNWJCQGR GYQZI MBIWI
SYFPE VI YMBIWSQZI.

3. INCONSISTENT EMPLOYERS

KYKWOHMSTP SQ WKVGHSYK.
OUF'WK KJRKTGXZVK NMKT OUF
GQC IUW G WGSQK, ZFH
STXSQRKTQGZVK NMKT OUF GQC
IUW G XGO UII.

4. DEFINITION OF AN EGGHEAD

DZ SZCONNOECQDN SX D GDZ
FTK CDROX GKJO FKJUX CTDZ
ZOEODXDA CK CONN GKJO
CTDZ TO RZKFX. *DUNDS
*XCOMOZXXKZ

5. BUILDS UP THE EGO

FXWNW PV CEFXPCQ VE
VIFPVGJPCQ IV KEPCQ QEEK TJ
VFWIBFX ICK BIFWN TWPCQ
GEMCK EMF TJ IOOPKWCF.

6. SHAKESPEARE REVISITED

'WBJV CS J ULVWJQUJSW WYLR
GLW-PUJAL *UXGLX JSE
*NQTC LW. YL YJE SX IJVV WX
ZJR YCV ELPW, VX ""UXGLX'E"
BYJW ""NQTC-LW."

7. COFFEE BREAK Word divisions in this cipher have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation has been omitted to increase the challenge.

FDWGG XLCNP NSMOM WDBWI
INVBM JPOJV NOWPW ZHCXN
OTWDO WVOFD WGHJV DGNPP
CXJCG NXJSN YWDNC WCXNF
MCBXN DCWYN COWIN CXMDY
CWNJC

Clues

Cipher 1: The jeweler's third word ends in the contraction n't.

Cipher 2: A four-letter cipher word like mjm, with the same first and last letters, is usually THAT. Now what do you guess ciphertext sbjm represents?

Cipher 3: ouf'wk is a plaintext word beginning with y.

Cipher 4: The one-letter word is A.

Cipher 5: The two-letter words are so, by, is, and as (not in that order). You can identify y by its low frequency in the crypt.

Cipher 6: The five vowels are represented by (in no order): j, c, l, o and x.

Cipher 7: The plaintext word SPONSORS appears. Look for a sequence of letters with that pattern.

Cryptic Crossword ★★★

by Henry Hook

Simplicity and deception are the twin charms of the cryptic crossword. While the clues may not look simple at first, they do follow one simple rule: Each consists of a direct or indirect definition of the answer and a second description of the answer through wordplay. Finding the two parts to a clue is the key to solving it. Being misled along the way is part of the fun.

For example, the clue for 1-Across in the Warm-Up Puzzle actually has nothing to do with getting in a limousine. To discover its real meaning, break the clue between the first and second words. The answer, MOUNT, is defined by the first part ("climb") and is literally found "in" the second part ("limo UNthinkingly").

This type of clue, in which the answer is literally spelled out for the solver, is known as a concealed word. Any word or phrase suggesting concealment, such as "seen in," "shown by," "hiding," or just "in," may indicate a concealed word. Because concealed words are among the easiest clues to spot and solve, only one or two usually appear in a single puzzle. If you are new to cryptic crosswords, watch for concealed words in these clues in the puzzle below: ACROSS: 9*, 10, 14, 19, 27; DOWN: 25* (* in an unusual way).

Other common types of clues are reversals (e.g., WOLF/FLOW), homophones (EWE/YOU), second definitions (two meanings of BARK), anagrams (STONE/ONSET), and charades (AT + ONE = ATONE). These have been or will be discussed in detail in other issues, and an example of each variety of clue appears in the Warm-Up Puzzle at right.

ACROSS

- 1 Where to see "Games 100" (or more) tossed around (3, 4)
- 5 Wind becomes more vicious around the first of December (7)
- 9 Unruly leaders of International Rail Road Engineers & Guards Union lost another round (9)
- 10 Sheriff's men are in possession (5)
- 11 Florida city gives you right to settle down in wide open spaces (7)
- 12 Charm heartless girl with love in France (7)
- 13 Figure I'm a major power source (5)
- 14 Greek character at the head of the table (5)
- 17 Unqualified, say (5)
- 19 Two partners holding dizzying designs ... (2, 3)
- 23 ... meeting cohort with guarantee (7)
- 24 Cracked Easter egg hiding inside yellow-pink flower (3, 4)
- 26 Notions cast aside (5)

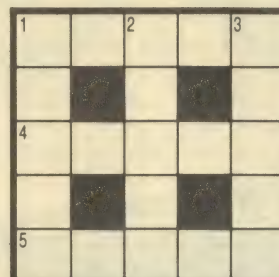
- 27 The present I mentioned is given with feeling (9)
- 28 To authorize a measure, let it get circulated (7)
- 29 Where to find Sherwood Forest; shady glen, also (7)

DOWN

- 1 Horns seen roaming around central Zaire! (6)
- 2 The reef is said to be beneath the tip of the catamaran (5)
- 3 Hazel's midsection is wrapped in woven angora, a fine material (7)
- 4 Mature Mr. Brooks made cow noises (8)
- 5 Quite a bit of mirth, the time of your life—it's an illusion (6)
- 6 Surfacing Oakland team is above reproach, so we're told (7)
- 7 Deceitful at the outset, this one's phony! (9)
- 8 Deli specialty made by mixing ade with berry (3, 5)
- 13 Client let loose—for good reason (9)
- 15 Knight uses lever loudly—no one expected that (8)

Warm-Up Puzzle for New Solvers ★

with detailed explanations in Answer Drawer, page 94



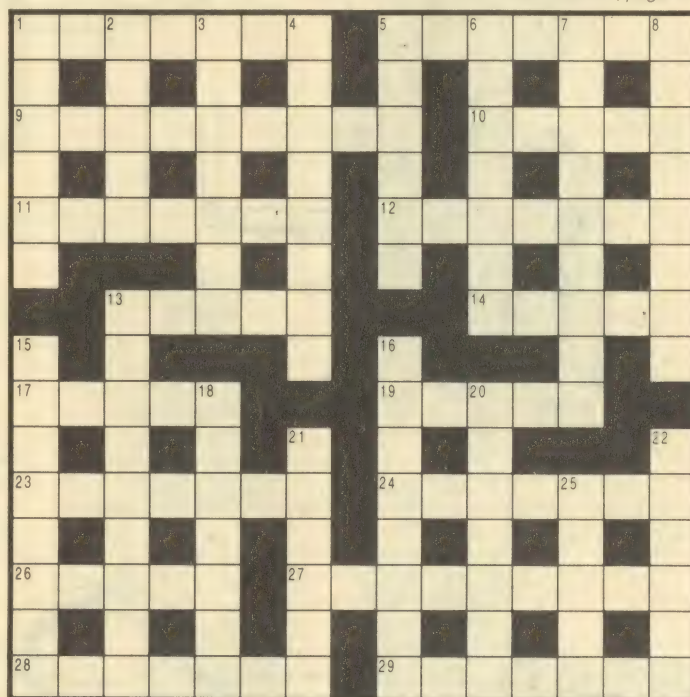
ACROSS

- 1 Climb in the limo unthinkingly (5)
concealed word
- 4 To summarize, the harness-racer is going back (5)
reversal
- 5 Avis' competitor inflicts damage, we hear (5)
homophone

DOWN

- 1 Composition that Sousa wrote one month (5)
second definition
- 2 Unusually cruel result of overwork? (5)
anagram
- 3 Jewel that's supreme, first and last (5)
charade

Answer Drawer, page 94



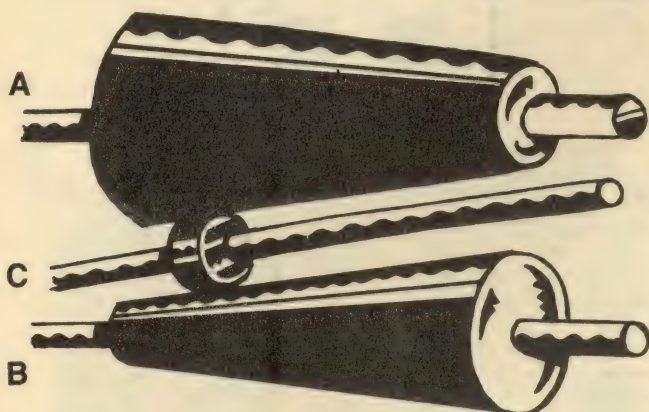
- 16 Prisoner can hear you in advance (8)
- 18 About half a dozen sit in to see you again (7)
- 20 Doctors with vitality that's incredible (7)
- 21 Shipwrecked sailor altered course (6)
- 22 Even without the last of the vote, Sen. Kennedy made an announcement (6)
- 25 Carmen turned in a report (5)

Mechanical Comprehension Test ★☆

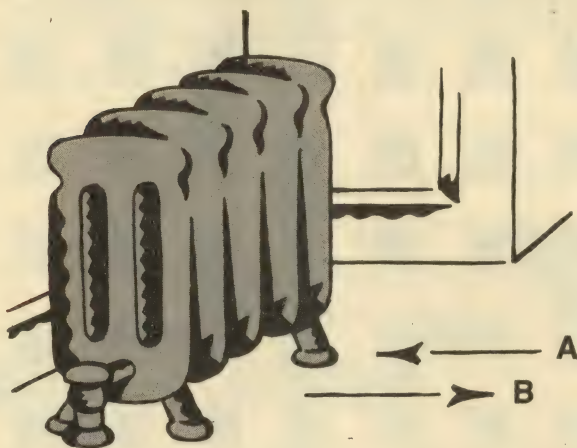
by Jack Shafer

Perhaps you don't know why boats float or heat rises—or care. Perhaps you flunked high school physics. Perhaps you're not mechanically inclined. So if we were to tell you these pages tested your comprehension of mechanical principles, perhaps you'd run screaming into the night. Or at least skip to a crossword puzzle. Don't. You needn't be a Newton to know the answers: all these fascinating problems require is a little common sense. Honest.

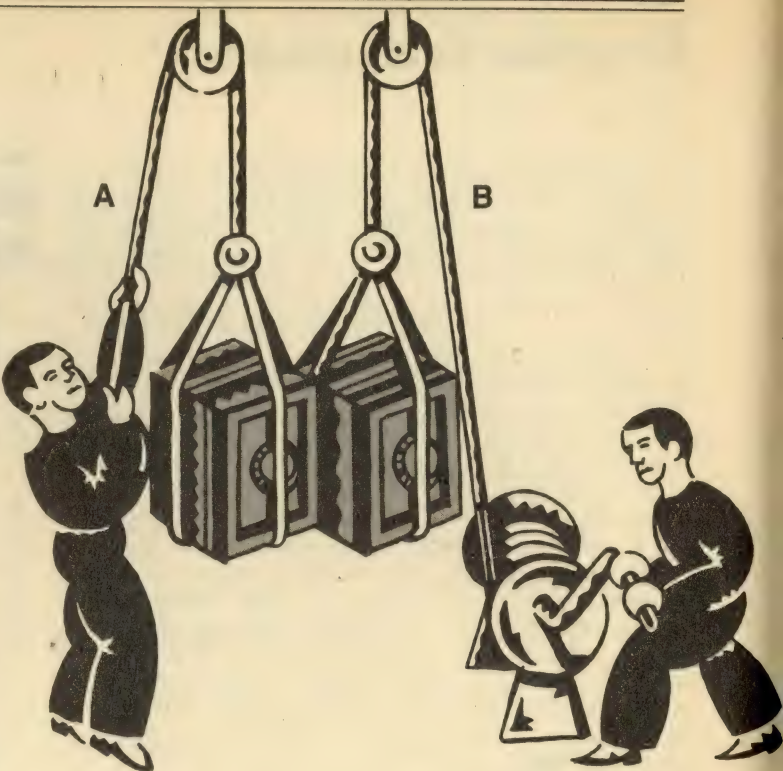
Answer Drawer, page 95



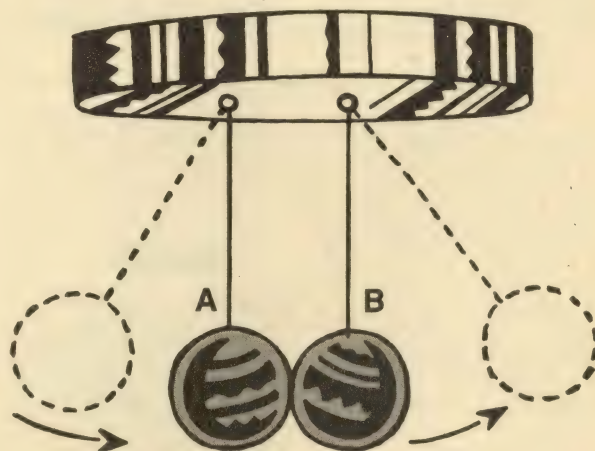
1. Assuming that C is the power shaft, will shaft A or shaft B turn faster? _____



3. In which direction does the air move along the floor when the heat is on in the radiator? _____



2. Is the hoisting job easier for worker A or B? _____

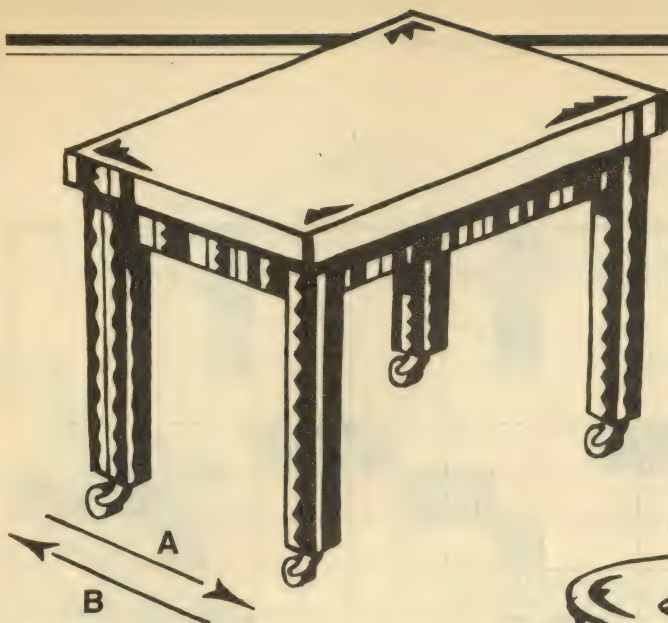


4. Assume that A and B are wooden balls suspended in such a way that they just touch each other when at rest. If A is drawn aside and let fall against B, B will be thrust to the right. Will A bounce back an equal distance, or will it be brought to rest by the impact? _____

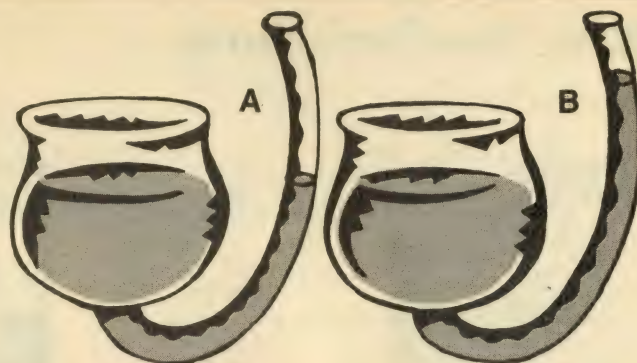


5. Which shears will cut metal better? _____

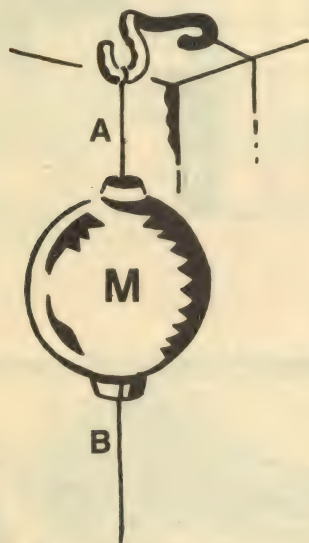
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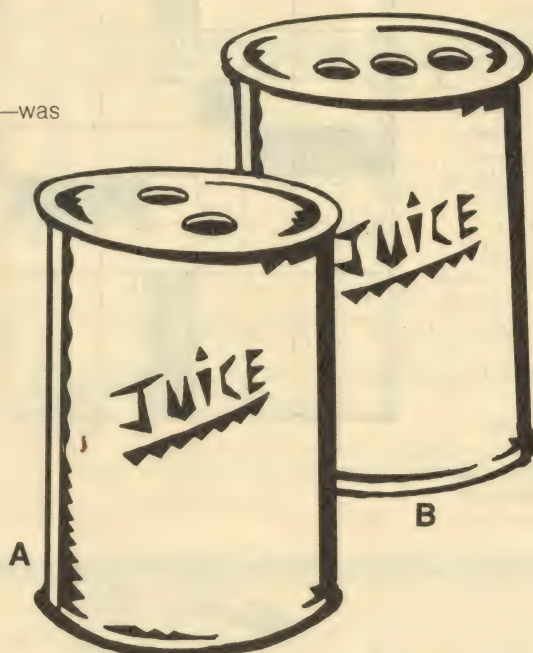
6. From which direction—A or B—was this table just rolled? ____



7. Assuming equal air pressure in each figure and observing the large bowls and the narrow tubes, would you say figure A or figure B correctly shows the water level in the tube? ____



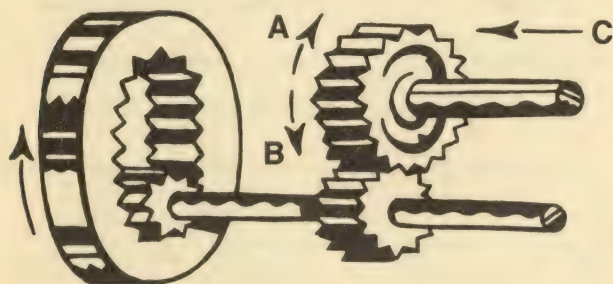
8. In this figure, the mass M is suspended from a fixed support by cord A. A second cord, B, of the same tensile strength as A is fastened to M at the bottom. If a slowly increasing force pulls down on B, which cord will ultimately break? ____



9. If these cans are tilted forward, in the direction of the front labels, which one will pour juice faster? ____



10. If the air in the flask is warmed, will it cause the water in the tube to rise or fall? ____



11. Notice the direction in which the drive wheel moves. Does gear C move in the direction of arrow A or arrow B? ____



12. These soda bottles have been sitting on a table for an equal amount of time. In which bottle is the soda colder? ____

Over the Rainbow ★★

by Grace Fabbroni

ACROSS

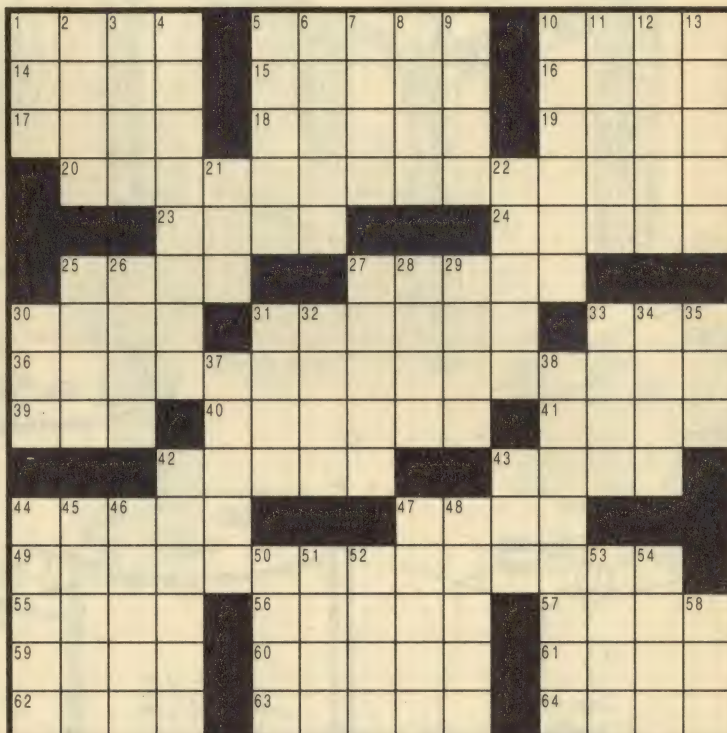
- 1 Litterbug, e.g.
- 5 Reads quickly
- 10 White water
- 14 Point for a Black Hawk
- 15 Of punishment
- 16 Isaac's son
- 17 *Swan Lake* wear
- 18 Blue-blooded
- 19 Pouchlike parts
- 20 Telephone book section: 3 wds.
- 23 Blackguards
- 24 Gray mineral
- 25 "We'll have a blue ____"
- 27 Cubic meter
- 30 Brass instrument
- 31 Off the track
- 33 Ms. Lupino
- 36 Kipling poem, with "The": 3 wds.
- 39 Table scrap
- 40 Use a blue pencil
- 41 ____, meeny...
- 42 Coins for Trevi Fountain
- 43 June 6, 1944
- 44 Of the eye

- 47 Secular
- 49 Big bird: 3 wds.
- 55 Mortgage
- 56 Pierre's profit
- 57 Where cookies cook
- 59 She, in Siena
- 60 Soul
- 61 Likewise
- 62 Uses one's "baby blues"
- 63 Went out with
- 64 Piggy bank hole

DOWN

- 1 N.C.O.
- 2 Oaf
- 3 "I do," e.g.
- 4 Policeman
- 5 Gazelle's gift
- 6 Poirot's "little grey ____"
- 7 Blue dye
- 8 Western alliance: Abbr.
- 9 Killed
- 10 TV "Street"
- 11 Custom
- 12 Indy 500 entrant
- 13 Picky
- 21 Orange vegetable

- 22 Concealed
- 25 German valley
- 26 Black-bordered news item
- 27 Math ratios
- 28 Blue book event
- 29 Czech river
- 30 Duo
- 31 U.S.A.
- 32 Roosevelt's dog
- 33 Brainstorm
- 34 Say no
- 35 Some
- 37 Decree
- 38 Clara Barton's "baby": 2 wds.
- 42 Green vines
- 43 Black and white cube
- 44 Gives the eye
- 45 "Purple" writing
- 46 Torment
- 47 "____ Entertain You": 2 wds.
- 48 In advance
- 50 Nail
- 51 Singer Horne
- 52 One
- 53 Racetrack shape
- 54 Verne's Captain
- 58 Cheesecloth, for instance



Answer Drawer, page 95

Rhyme and Pun-ishment ★

by Don Mathews

If "hay and oats" are STEED FEED, and a "magician's group" is a TRICK CLIQUE, what must the following be? (The missing word in each answer rhymes with its mate.)

Answer Drawer, page 95



- Ex. Hay and oats STEED FEED
1. Electrocardiogram _____ CHART
 2. *Moby Dick* _____ TALE
 3. Oleo BREAD _____
 4. In kilts _____ CLAD
 5. A joust KNIGHT _____
 6. Gardening SOIL _____
 7. Assembly-line inspector _____ WATCHER

8. Eighty FOUR _____
9. Helsinki hotel _____ INN
10. Headache BRAIN _____
11. Realtor's job _____ SELLING
12. Band-aid SCRATCH _____
13. Acrophobia _____ FRIGHT
14. Trade union _____ GUILD
15. Bills _____ LETTERS

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MAGAZINE

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the mix of chance,
d. Games
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rieved or featured

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As many of you know, we delight in sharing ways of having a good time. Our philosophy: play indoors, out, alone, with friends, for keeps, for laughs—but play. In that spirit, we present *The Games 100* as a witness of our personal enthusiasms.

—P.W.

Entry Level



Easy



Medium



Difficult

Playing Time



Minutes

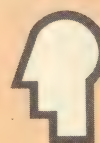


Hours

Game Type



Chance



Strategy



Action

Over the Rainbow **

by Grace Fabbroni

ACROSS

- 1 Litterbug, e.g.
- 5 Reads quickly
- 10 White water
- 14 Point for a Black Hawk
- 15 Of punishment
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- 55 Mortgage
- 56 Pie
- 57 Wl
- 59 Sh
- 60 Son
- 61 Lik
- 62 Us
- 63 W
- 64 Pig

- 22 Concealed
- 25 German valley
- 26 Black-bordered

1	2	3	4	5	6	7	8	9	10	11	12	13
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Rhyme and Pun-ishment *

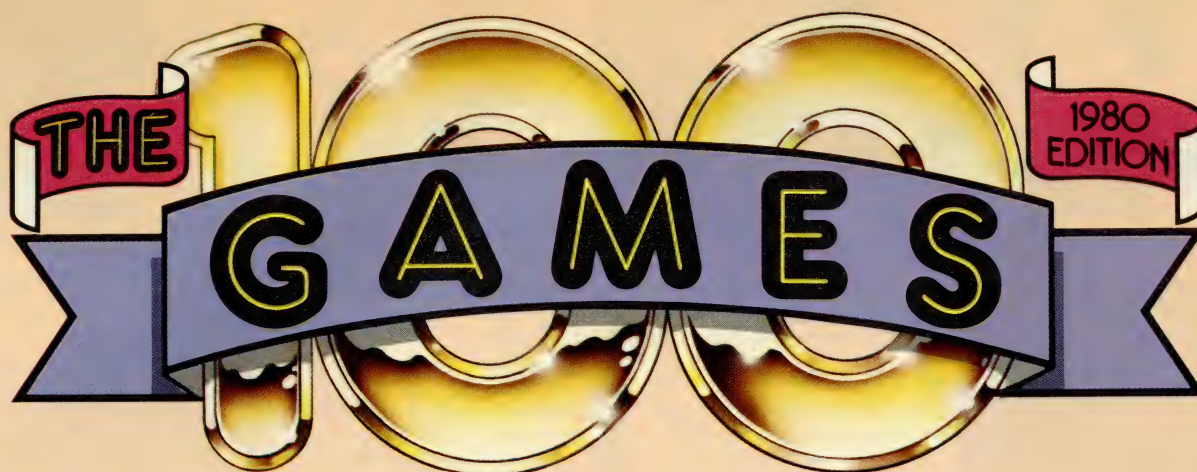
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13. Acrophobia _____ FRIGHT
14. Trade union _____ GUILD
15. Bills _____ LETTERS



FAVORITES OF THE EDITORS OF GAMES MAGAZINE

Edited by Phil Wiswell

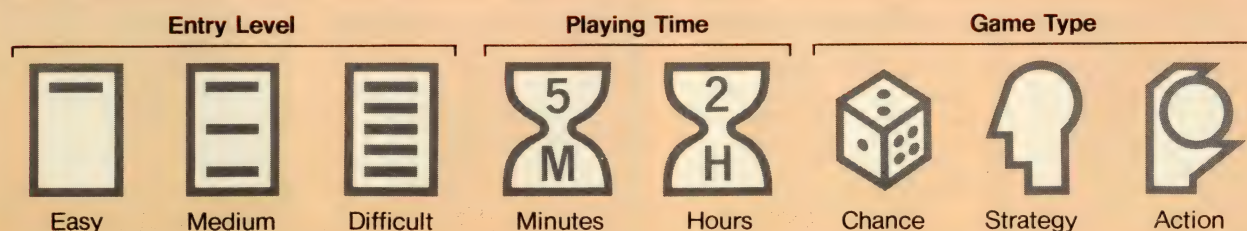
Many readers have asked us what games we like to play when we're not working on the next issue of the magazine. So during the summer we gathered our esteemed panel of experts, came up with 300 games that one or more of us really likes, and then narrowed the field to our 100 favorites.

The panel consisted of staffers R. Wayne Schmittberger, Jamie Adams, myself, and contributing editors Sid Sackson and Bernie De Koven. (If you follow the Games & Books department each issue, you're probably more familiar with our initials than our names.) We limited our selections to proprietary, commercially produced games (so, for example, "chess" would not be eligible but a particular chess computer would), all currently available either in stores or by mail order. Some games not included here were similar to those we preferred, or were so new that they were unavailable for playtesting when we went to press. (We'll consider the latter next year.)

Some of the pertinent information about each game is indicated by the symbols below. These symbols are meant to give you a quick idea of three things: how difficult a game is to get into; the average playing time; and the mix of chance, strategy, and dexterity involved. Games that are new this year are marked by a red circle, and games previously reviewed or featured in this magazine are so indicated by a parenthetical reference to the issue date (*J/F 79* would be the January/February 1979 issue, and so on). Retail prices vary depending upon where you shop, so we've given the suggested list price when available. (One of the games is actually free!)

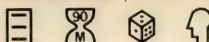
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—P.W.





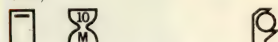
ACQUIRE (Avalon Hill, \$15).



Proof that you need money to make money, Acquire is the classic game of getting in on the ground floor. Players build hotel chains, buy and sell stock in them, and try to amass the largest fortune. A delicate sense of timing is important, but greed and a lust for power also help.



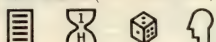
ASTRO (Kosmos International, \$50).



A hand-held calculator that doubles as an electronic astrologer, Astro will plot individual horoscopes based on the positions of the planets at date of birth. Astro will also compare any two people for compatibility and provoke some amusing disagreements. (N/D 79, p. 10)

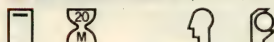


THE AWFUL GREEN THINGS FROM OUTER SPACE (TSR Hobbies, \$10).



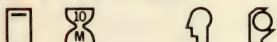
All in all, the monsters have an edge over the crew of the spaceship Znutar. But losing a game to awful green things from outer space invariably makes the crew want to play again. (S/O 80, p. 56)

BASEBALL 3 (Entex, \$45).

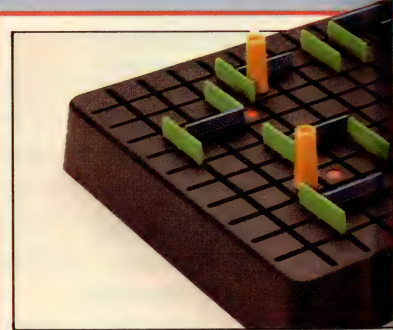


This is the best hand-held electronic simulation of our national pastime that we've ever seen. The pitcher has half a dozen different pitches and a remote control enabling him to conceal which pitch he's about to throw. Batter may bunt, swing away, or hold up while a runner tries to steal.

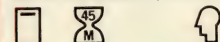
BANK SHOT (Parker, \$50).



Coordination, dexterity, finesse, and nerve are as useful to the Bank Shot player as they are to Minnesota Fats. All three games—Straight Pool, Poison Pool, and Trick Shots—challenge two players. Cigars are optional.

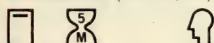


BLOCKADE (Lakeside, \$7).



Players attempt to maneuver one of their pieces home while constructing walls around the other player's pieces. Since it's illegal to fence in a piece completely, the challenge is to trap the opponent in a maze without getting into the same predicament yourself. (S/O 79, p. 56)

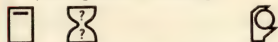
BOGGLE (Parker, \$6).



In this fast-moving word game, two to six players race against a three-minute timer to find as many words as possible in a 4 x 4 random arrangement of letter cubes, using only adjoining letters in a sequence. A 5 x 5 Big Boggle (\$12) is also available. (S/O 77, p. 17; M/A 80, p. 55)

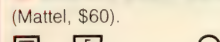


BOFFERS (from New Games Foundation, P.O. Box 7901, San Francisco, CA 94120; \$14 plus \$2 for postage and handling).

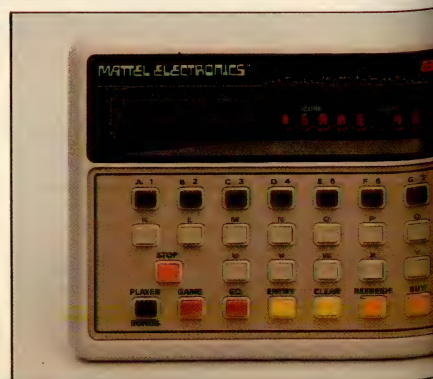


With Boffers you can fight swashbuckling duels—slicing, hacking, cutting, and whacking as hard as you like without fear of injuring anything but your opponent's pride. Made of durable styrofoam, Boffers come with eye and ear protectors. (M/J 79, p. 12)

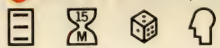
BRAIN BAFFLER (Mattel, \$60).



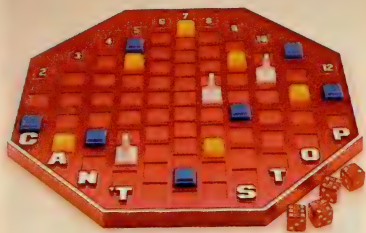
Don't mistake this beeping, blinking library of traditional word and number games for a language translator. Brain Baffler contains eight different games, including Anagrams, Copy That (like Simon), and Go Hang (another way of saying Hangman).



● CAN'T STOP (Parker, \$9).



Can't Stop is a gambler's dream. Each player rolls four dice and advances pieces in a race for the tops of the number columns. The special twist: you may roll as many times per turn as you like, so long as you continue rolling certain numbers. Push your luck too far and, well . . .



COMPULSION (from Edventure, Inc., 50 3rd Avenue South, Duluth, MN 55803; \$14.95 includes postage and handling).

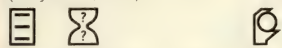


Compulsion is two board games in one. At four spaces, players can switch from the staid investments on the outer board to the risky-yet-often-rewarding gambles of horse racing. (S/O 79, p. 55)

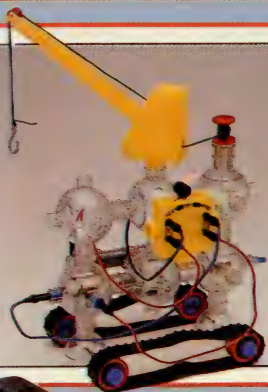


● CAPSELA 700 Series

(Play-Jour, \$45).

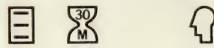


Some will say "Ahh, kid's stuff." Still, one *Games* editor regularly takes the fireboat project into the bathtub and has a lot of fun with it. Ridiculous? No. Capsela is just the best construction set he's ever played with.

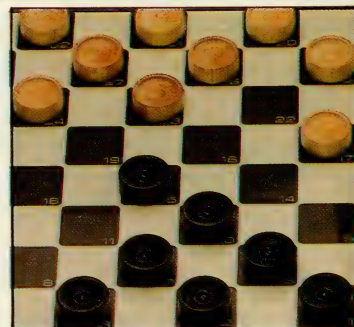


● CHECKER CHALLENGER

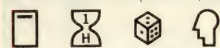
(Fidelity Electronics, \$160).



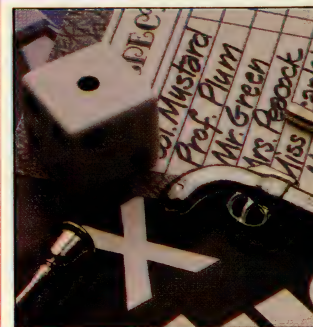
This should knock Uncle Joe off his back porch rocker: an opponent who's always ready to push the checkers on one of four levels of play. Watching the machine play is a great way to learn the subtle strategies. (N/D 78, p. 51)



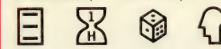
● CAREERS (Parker, \$8).



In this classic family game, players choose their personal formulas for success (some combination of happiness, fame, and fortune), then set out on careers that are most likely to help them achieve their goals. Good for two to six players.

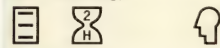


● CLUE (Parker, \$9).



Although Mr. Boddy's Tudor mansion has been remodeled and the characters have changed over the years, Clue is still the classic detective game. It requires at least three players and is best with four to six. (J/F 80, pp. 13-15)

CONQUEST (from Conquest, 1122 W. Burbank Blvd., Burbank, CA 91506; \$35 includes postage and handling).



A cross between chess and wargames, Conquest comes with either plastic or metal (shown here) playing pieces. A 4-player version is also available. (J/F 79, p. 51)



● COSMIC ENCOUNTER

(Eon Products, \$12; expansion kits are \$4 each).



In a highly entertaining science fiction game of planetary

tary conquest, each player assumes the identity of an alien with one unique power allowing him to break a certain rule that other players must follow.

(S/O 78, p. 56)

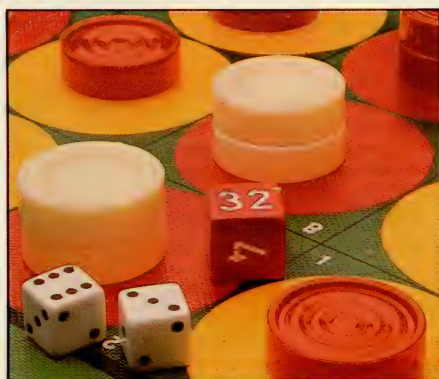
● COUNTERSTRIKE (Essex

Game Co., \$50).



Like backgammon, Counterstrike is an exciting race game using dice. Once pieces are entered into play and begin winding

their ways to the top row, you must keep them stacked in pairs and trios to protect them from being "hit" and sent back to the start. An excellent gambling game. (M/A 79, p. 43)

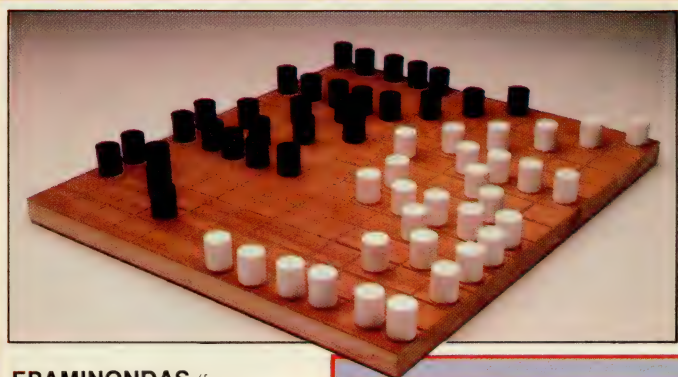




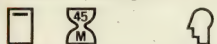
DIPLOMACY (Avalon Hill, \$15).



In this granddaddy of role-playing wargames, each player represents one of the major European powers on the eve of World War I and tries to preserve and expand his country via negotiation, deceit, and surprise. (N/D 77, p. 43)



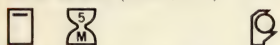
EPAMINONDAS (from Robert Abbott, P.O. Box 1175, New York, NY 10001; \$18 includes postage and handling).



Epaminondas is named after the Greek general who perfected the phalanx strategy. It comes in a beautiful edition that makes watching the shifting board position all the more enjoyable, as lines of pieces move the number of spaces they occupy. (J/A 78, p. 53)



● ELECTRONIC SPACE INVADER (Entex, \$45).



For those who want to sharpen their skills, this miniature version of the most popular game in arcade history does wonders for your timing and finesse. There may be fewer aliens than in the bigger game, but their lasers are even harder to dodge... especially, we find, while riding the bus to work.



ELECTRONIC DETECTIVE (Ideal, \$40).



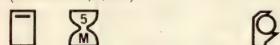
This machine generates a logic puzzle out of a murder mystery—presented on variable levels of difficulty. Each crime has 30,000 possible solutions, and each detective races to find it first. It is not electronic Clue, but then you can't play Clue solitaire.

(J/F 80, p. 49)



● ELECTRONIC BOXING

(Bambino, \$40).

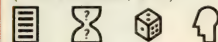


"Float like a butterfly, sting like a bee" is what you'd better do with this table-top game—unless you'd rather be pressed against the ropes and eventually knocked senseless to the canvas. The footwork must be seen to be believed.

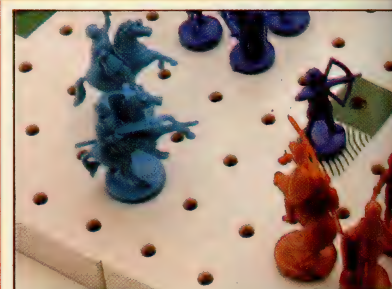


DUNGEONS & DRAGONS

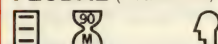
(TSR Hobbies, \$10).



D & D is actually a series of books and rules to help players design a fantasy world replete with treasures and perils. A Dungeon Master (DM, or referee) creates the world, which players explore under his direction. The more players, the merrier. (S/O 79, pp. 10-12)



FEUDAL (Avalon Hill, \$15).



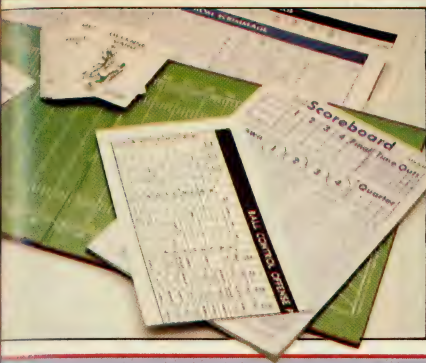
This chess-like game for two to six players uses two principles of most war-games: 1) all the pieces of an army may move on its turn, and 2) the varying board terrain affects movement and combat. The initial set-up is done simultaneously and secretly, so you face different types of strategic problems each game. (S/O 77, p. 17)



FACTS IN FIVE (Avalon Hill, \$13).

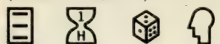


True, you can devise your own trivia games, but you won't come up with something as well put together as Facts In Five. In this fast-paced game, players have five minutes to think of five names beginning with each of five specified letters, in each of five categories. Where'd they get the name for the game?



FOOTBALL STRATEGY

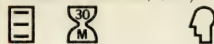
(Avalon Hill, \$13).



Football Strategy simultaneously lets the offense select one of 20 pre-set plays while the defense selects one of ten, and most Monday morning quarterbacks we know choose it as their gridiron.

4000 A.D. (Waddington's

House of Games, \$13).

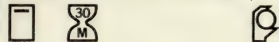


Two, three, or four players maneuver pieces through a 2 x 3 x 4 matrix of space. That's right—the board is flat, but uses an imaginary third dimension. And "time-warp" movement poses the problem of thinking in four dimensions! (M/A 79, p. 42)

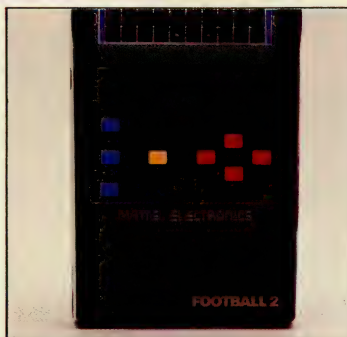


FORE PAR TABLE GOLF

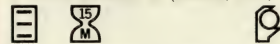
(World Wide Games, Box 450, Delaware, OH 43015; about \$99).



One offering from a mail or order source whose games are durable enough for a boys' club, flexible enough to intrigue people of all ages, and lovely enough to co-exist with fine furniture. (N/D 78, p. 53)



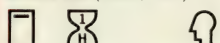
FOOTBALL II (Mattel, \$30).



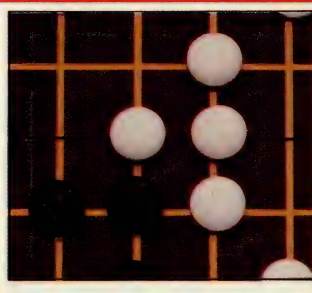
This is not the only game of electronic football that lets two players compete with each other as well as against the machine, but none of the others so successfully simulate quarterbacking. Nor do most have such a ruthless computer defense. (J/F 80, p. 49)



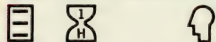
● GAME OF THE GENERALS (Ideal, \$35).



Each player secretly deploys his army, then sets out to capture the opponent's flag. When two pieces meet, each is plugged into a computer referee that awards the battle to the stronger piece.



GO (Milton Bradley, \$10).

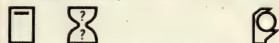


Thought by many gamers (including former world chess champion Emanuel Lasker) to be the finest pure strategy game ever invented, this game of territorial capture is still not well known outside the Far East. Fine go sets are very expensive: the inexpensive one shown here is good for new players.



FRISBEE and MASTER

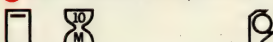
FRISBEE (Wham-O, \$4 and \$6).



True, there are a lot of difficult maneuvers associated with this sport like the In-flip, the Blind Sidearm, and the Staker Throw. But don't be put off by virtuoso feats—it's easy to master the basic throw. You see, it's all in the release. . . . Well, blame that one on the wind!

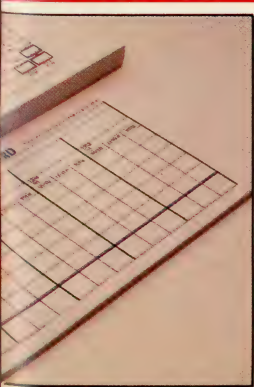


● GUNFIGHTER (Bandai, \$35).

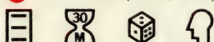


This shoot-'em-up is very well designed for table-top use, and has an impressive fluorescent display. Our

only criticism is that our fingers get itchy to pull the trigger again as we wait for the "Pray for the Dead" tune to stop at the end of each showdown.



● GRASS (Euro, \$10).



This is the card game that Cheech and Chong have been waiting for. The elaborate play allows two to six players to peddle their goods legally across the table. Unfortunately, it also

allows players to put the heat on, make busts, charge paranoia fines, and steal from their neighbor's stash!



HEAD-TO-HEAD HOCKEY

(Coleco, \$40).



We like this game because, unlike many other hockey and soccer games, both players are always on either offense or defense. They alternate by spinning the machine back and forth, one player generally pounding the table at each turnover. (J/F 80, p. 49)



● **JUNTA** (from Creative War-games Workshop, 330 E. 6th St., New York, NY 10013; \$12.95 plus \$1.25 for postage and handling).



In this Diplomacy-like game of power struggles in a fictitious Third World country, players attempt to fatten their Swiss bank accounts via intrigue, assassination, bribery, and revolution. Junta is best with seven players. (M/J 80, p. 54)

KANGAROO (Great Games, \$10).



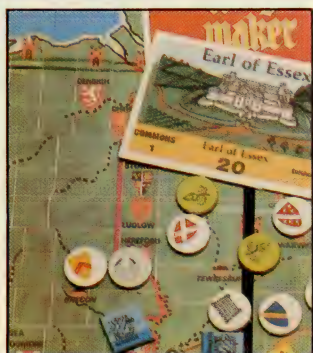
Despite popular misconception, Kangaroo is *not* the national game of Australia. It's a simple, checker-like game of capture in which the pieces must jump in order to move, but may jump pieces of either color. (M/J 79, p. 43)



ISOLATION (Lakeside, \$7).



It takes only minutes to learn and play this game in which each player moves his piece one square and punches out one of the platforms that comprise the board (very satisfying). The object is to leave your opponent stranded on a single platform, unable to move. (S/O 78, p. 56)



KINGMAKER (Avalon Hill, \$13).



Kingmaker is a colorful recreation of the English War of the Roses. The fifteenth century setting pits seven nobles against each other, all trying to crown an heir to the throne. But beware of plagues, revolts, bloody battles, and alliances between the other contenders.

KRYPTO (M.P.H. Games, \$4).



A fast-playing number game using a special 52-card deck, Krypto is suitable for any number of players from one to ten, and is so simple to learn that it even appeals to people who don't like number games. (M/A 79, p. 43)



LABYRINTH (Cardinal Industries, \$15).

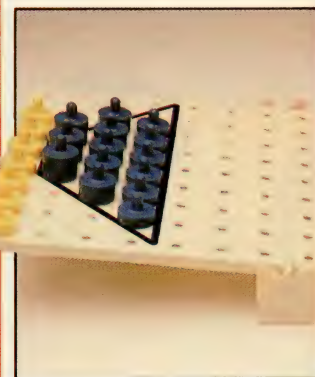


Remember this one? It's like walking a tightrope without the element of danger. In fact, most players hold their breath while twisting the knobs that guide the ball through a maze of pitfalls. We made it all the way . . . once.

● LEVERAGE (Star Game Co., \$13).



Players try to maneuver pieces to a safe zone on the opponent's side of the board. The basic object is unusual: to keep tipping the seesawing board toward your opponent. (J/A 80, p. 59)



● **MARRAKESH** (from Xanadu Leisure, Ltd., P.O. Box 10-Q, Honolulu, HI 96816; \$45 includes delivery).



Marrakesh, an addictive blend of card play, backgammon, and ESP, is a fast, two-player game that could well become a classic. Beyond its value as a great game, Marrakesh is a production masterpiece. (M/J 80, p. 53)



MASTER MIND (Invicta, \$7).



This Jotto-like game of deduction, in which one player creates a sequence of colored pegs that the opponent tries to guess, has spawned many variants. The newest is Super-Sonic Electronic Master Mind, which adds sound effects and is designed for solitary play. (J/F 78, p. 48)

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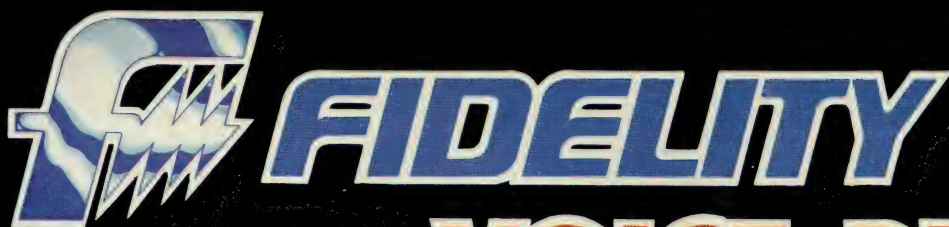
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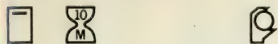


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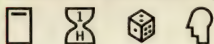
MICROVISION (Milton Bradley, \$50).



Uses seven interchangeable cartridges (about \$18 each). While its LCD display drains less power than LED games, the Blockbuster cartridge game is *very* addictive—and that drains a lot of power! (J/F 80, p. 48)



MILLES BORNES (Parker, \$6).

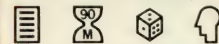


In this motoring card game, players attempt to rack up mileage points while racking up their opponents with such plays as flat tires and speed traps. Milles Bornes is quick, unusual, and easily learned.



NAPOLEON AT WATERLOO (SPI, free by writing to SPI,

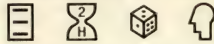
Dept. 1206, 257 Park Ave. South, New York, NY 10010).



An ideal introduction to wargaming, Napoleon at Waterloo is one of the most easily learned and played examples of its genre. Since it's free, we'll say no more.



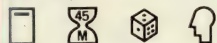
MONOPOLY (Parker, \$10).



This is the original landlord game in which players buy, sell, and rent Atlantic City real estate at pre-casino prices. The game is so popular that Parker Brothers prints more paper money each year than the U.S. Government. (M/A 78, pp. 10-13)



NUCLEAR WAR (Flying Buffalo, \$9).



In this darkly humorous card game from the Sixties, two to seven players use propaganda or missiles to eliminate each others' populations. Once a player launches a missile at another player, the two must fight until one is eliminated.



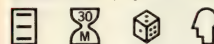
ODYSSEY² (Magnavox, \$180).



If you're interested in an inexpensive video game, compare: Odyssey² has better hand controllers; Atari's VCS has more games. Odyssey² comes with an alphanumeric keyboard; the VCS has adjustable levels of difficulty. Etc., etc., etc. (N/D 78, p. 53)



OMAR II (Tryom, Inc., \$80).



This computer backgammon opponent consists of two items: a regulation backgammon set (which allows you to play normally with another human) and the "computer." Though the electronic brain is no larger than a pocket calculator, it plays a mean game.



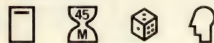
OTHELLO, Tournament Set (Gabriel, \$25).



Based on the Victorian game of *reversi*, Othello has had remarkable success in this country for an abstract game of strategy. The discs are played onto the board alternately, black and white, and each play must cause some pieces already on the board to change color by flipping over. (S/O 77, p. 17)



PARCHEESI (Selchow & Righter, \$7).



A classic chase game from India that has withstood the test of *millennia*. Enough said?

PANZERBLITZ (Avalon Hill, \$15).



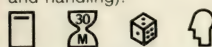
Simulating World War II combat between small units of Germans and Russians, this is the best-selling wargame ever published. Its popular features include a nifty mapboard that fits together in 12 different configurations, and rules that allow players to invent battle situations beyond the 12 provided.





PASSING THROUGH THE NETHERWORLD

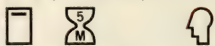
(from Kirk Game Co., Box 478, Belmont, MA 02178; \$15 plus \$2 for postage and handling).



Accompanied by a lengthy booklet explaining the background of the game, this version of senet attempts a faithful re-creation of the game found in the tomb of King Tutankhamen.



PIT (Parker, \$5).



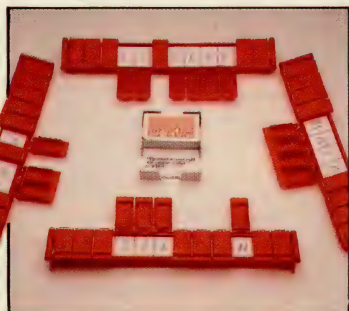
Rumor has it that Nelson Bunker Hunt never won a game of Pit in his life. This simple card-trading game simulates the frantic action of a commodities exchange, as each player attempts to "corner" a market. The first player to do so gets to ring the bell.



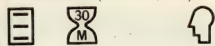
RUMMY-O II (Cardinal Industries, \$12).



Basically, this is the card game of Rummy played with colored tiles instead of suited cards. Why play with tiles rather than cards? "Clackability" of course. We like the sound of snapping them onto the table when making a strong play.

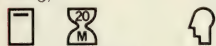


PROBE (Parker, \$9).



Instead of using the handsomely printed deck of cards to form words as in the original Probe (1964), each player now writes his word on a long slip of paper that is inserted into the word tray and guessed at by the other players, letter by letter. Still, it's a classic.

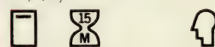
PENTE (from Pente Games, P.O. Box 1546, Stillwater, OK 74074; \$70 plus \$2 for postage and handling).



The beautiful silk-screened Pente board shown here comes with playing stones and rules for several ancient Oriental games of strategy. A roll-up vinyl board with stones is available for \$16. (J/A 79, p. 52)

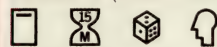


PASS IT ON (Selchow & Righter, \$9).



Pass It On is a plain but playable version of an ancient African counting game from the Mancala family. None of the hand-carved wooden boards sold for Mancala allow two-, three-, or four-player versions like this game. Pre-schoolers will enjoy it; so will mathematicians.

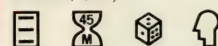
RACK-O (Milton Bradley, \$6).



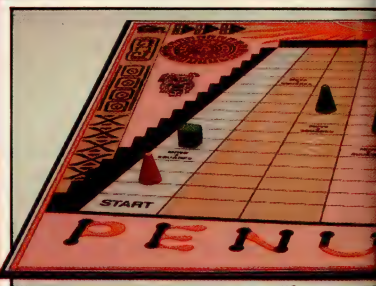
You start this game by placing your 10 cards in your rack in the order they are dealt to you. The object is to be the first to get your cards in numerical order. One at a time, you pull a card from its place and replace it with the top card in the deck.



QUEBEC 1759 (Gamma Two Games, \$14).



Generals Montcalm and Wolfe meet to decide the fate of North America in this fast-moving military strategy game. Players move handsome wooden pieces in large groups around the St. Lawrence area, resolving combat with a simple system. It can be played several times in an evening.



● **PENUMBRA** (from Southold Game Co., P.O. Box 1650, Southold, NY 11971; \$14 includes postage and handling).

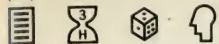


In this abstract race game, pieces are safe from attack on some squares and unsafe on others as they make their way to the top of the pyramid. The twist is that the safe squares can become unsafe, and vice versa, unexpectedly.



RICHTHOFEN'S WAR

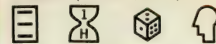
(Avalon Hill, \$13).



Piloting WWI fighters and pretending to be the Red Baron (or his adversary) is lots of fun when the game mechanism is as detailed as this one. You learn the limitations of the original planes and the dance-like intricacies of dogfighting.



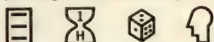
RISK (Parker, \$14).



The goal of total global conquest may not be original, but the attractive playing equipment, seesawing battles, and limitless opportunities for changing rules and making up new variations of the game have established Risk as a classic. The name fits the game.

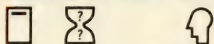


QUINTESSENCE (from Pentagames, 316 E. 83rd St., New York, NY 10028; \$9.95 plus \$1 for postage and handling).

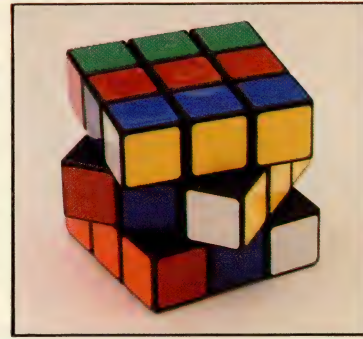


This is one of the few recent abstract board games for two to five players that are suitable for family play. It requires a nice mixture of luck and skill to outmaneuver and wipe out your opponents. (M/J 79, p. 42)

RUBIK'S CUBE (Ideal, \$10).



Want to straighten out a cocky friend? Send Rubik's Cube—the most exasperating puzzle of mental dexterity we've seen in years. It makes the old Insanity Cubes look like child's play. (N/D 79, p. 78)



SIMON (Milton Bradley, \$30).



Simon is a cheerful fellow. He talks to you in sequences of musical tones and lights which you must repeat correctly to avoid his raspberry. This is the original electronic "follow the leader" game. (N/D 78, p. 49)



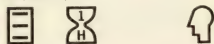
SCORE FOUR (Lakeside, \$7).



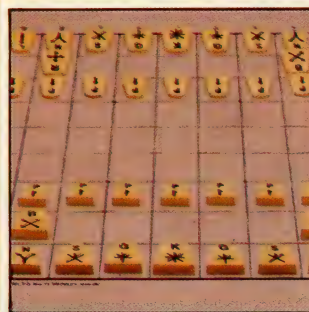
Score Four takes games of tic-tac-toe into the third dimension with its 4 x 4 x 4 playing board. The object is to get four in a row, and since you drop the beads onto the poles, upper positions cannot be occupied until lower ones are filled.



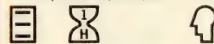
SCRABBLE Brand Crossword Game (Selchow & Righter, \$25).



Still the best of the commercial word games, the name Scrabble has almost become a household word (which is why we have to call it by such a long name). The deluxe edition featured here has slotted spaces to keep tiles in place. (S/O 78, pp. 11-13)

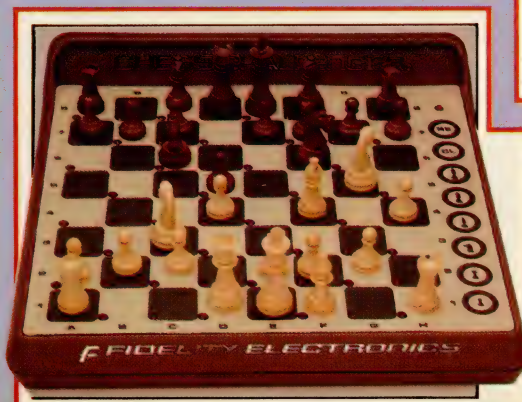
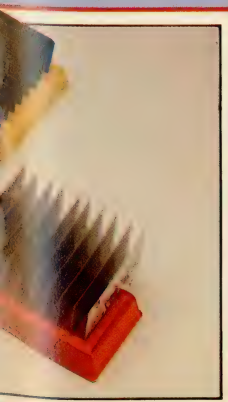


SHOGI (from The Shogi Association, P.O. Box 77, Bromley, Kent, United Kingdom; \$30 includes surface parcel post).



The Japanese game of chess is now available in

this "Westernized" version. The pieces display the moves they can make, eliminating the need to learn Japanese characters in order to play.



SENSORY CHESS CHALLENGER (Fidelity Electronics, \$150).

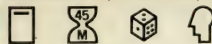


A number of good chess-playing machines are on the market. We prefer this one for several reasons: price value, playing

strength, and the natural feel of play. By the latter, we mean the computer "feels" your move when you press the squares with your pieces, and tells you its moves by small flashing LEDs in the corners of the squares.



SORRY! (Parker, \$8).



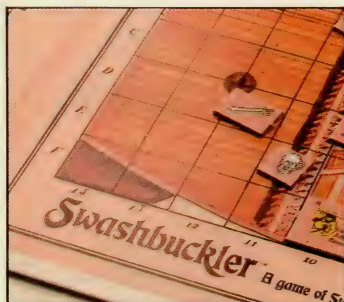
The title gives us cause for regret, but . . . An old classic in the pachisi mold, Sorry! is played with cards instead of dice as players race to finish first. Especially recommended for family play.



SPLIT SECOND (Parker, \$50).

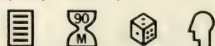


Split Second is a game (actually eight different games) of timing and reaction. It includes mazes, obstacle courses, attack and destroy games, etc. In each, the idea is to finish the task in the least amount of time (up to 99 seconds). A unique feature: as you get better, the computer automatically increases the level of difficulty.



SWASHBUCKLER

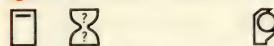
(Yaquinto, \$7).



Throw tankards, flip tables, trash a tavern, or board an enemy pirate ship—all in one game of derring-do. The unique "record album" package opens into two playing boards, for either tavern fighting or ship-to-ship combat.



SKYRO (Parker, \$5).

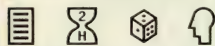


This delightful, novel flying ring can be tuned and bent for angle and boomerang shots, but more importantly it can be thrown well over 200 yards. Whether or not it will outdistance Wham-O's Frisbee in popularity remains to be seen.

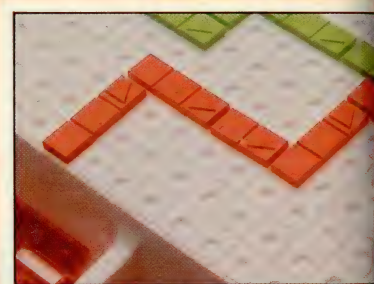
(J/A 80, p. 58)



STAR FORCE (SPI, \$12).



The gameboard is a detailed star chart showing the nearby portion of our galaxy. Much of the strategy involves outguessing your opponent, since the system of simultaneous movement and limited intelligence makes it easy to strike unexpectedly.



SUDDEN DEATH (Gabriel,

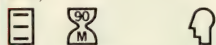
\$18).



In this colorful game, death comes suddenly indeed to those who panic easily under pressure, as two to four players compete in an often frantic race to keep their color lines alive.

(S/O 80, p. 57)

SPEED CIRCUIT (Avalon Hill, \$13).



Considered by some to be the best sports game in any category, Speed Circuit allows you to build a race car with your favorite specifications and then drive it on three of the world's most famous tracks. In this race game, unlike most, the winner will be the skillful driver, not the lucky one.

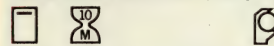


STROBE (Lakeside, \$50).



Resembling a space station from "Star Wars," Strobe is actually an electronic game of Hot Potato. Players react to a flashing light that travels from dome to dome, sending it right, left, or straight across when their domes flash. As in Hot Potato, you'll get burned if you're not fast enough.

TOMYTRONIC ELECTRONIC TENNIS (Tomy, \$35).

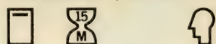


Faults, double faults, backhand, forehand, six court positions (including net), and the most striking visual display possible create a very strong illusion that you are playing tennis. Except for being unable to throw your racket or jump the net at the end of each set, you are.



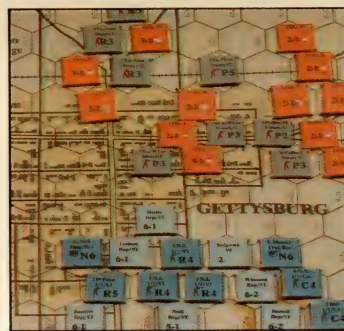


TOUCHÉ (Gabriel, \$14).

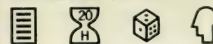


Touché is a four-in-a-row game, the player completing a row with either color disc being the winner. The problem is that your pieces don't always behave. A grid of magnets beneath the board causes the pieces to change colors by flipping over when moved.

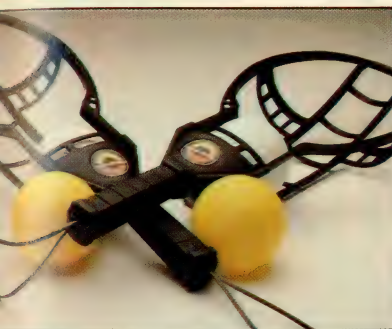
(M/A 78, p. 7)



TERRIBLE SWIFT SWORD (SPI, \$24).



You need lots of room to play this 2,000-piece Gettysburg game. You also need lots of time, but that can be stretched over several weekends. Very playable for its size and bulk, TSS is the best of the giant wargames. No beginners please.



TRACK BALL (Wham-O, \$10).

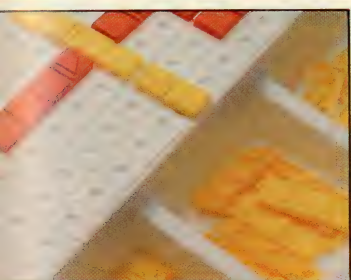
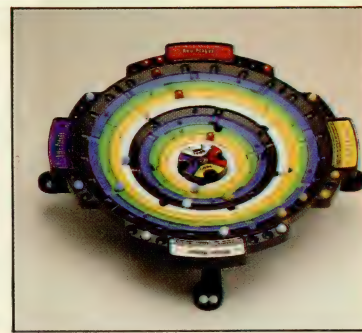


The two lacrosse-like racquets and four hollow balls make this product more of a plaything than a game. You make your own rules. Simple "Catch" is our favorite outdoor game; "Door hockey" our favorite indoor game.

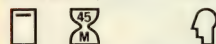
TOURNAMENT STADIUM CHECKERS (Schaper \$15).



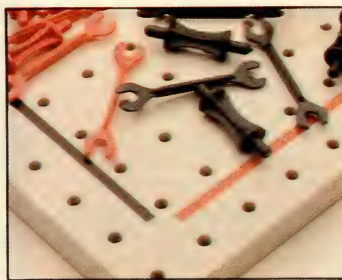
All you have to do is be first to maneuver your marbles into the right hole at the bottom of the "stadium," either by moving marbles to slots or slots to marbles. But with almost any move, you will bring some of your opponent's marbles closer to their goal.



TWIXT (Avalon Hill, \$15).



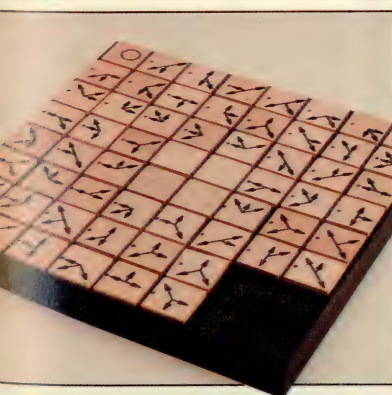
One player tries to build a fence from the top of the board to the bottom before the other player builds one from side to side. Twixt is much more subtle and interesting than the old Bridge-It, with which it should not be confused.



2-5-8 (Invicta, \$15).



Despite the title and Omar Sharif's picture on the box, this is a purely abstract game that requires no knowledge of arithmetic. The basic idea is to infiltrate the opponent's side of the board and form "outposts" with your pieces.



TRIPPLES (Avalon Hill, \$5).

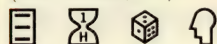


Once the tiles are set in place, each player tries to be first to move his piece from one side of the board to the other. What makes this game so interesting is that you can only move your piece in one of the directions shown on the square where your opponent's piece rests.



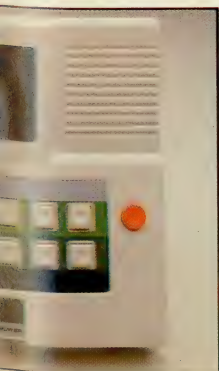
221-B BAKER STREET

(John Hansen, \$11).



There are 20 mysteries to solve in this Sherlock

Holmes detective game, and 60 extra "cases" can be ordered. More than in any other mystery game, players are made to feel like real detectives.



TWISTER (Milton Bradley, \$7).



Twister is nearly as well known as Spin the Bottle, and ten times more enjoyable. Each player flicks the spinner and places his hand or foot on a corresponding color dot. When

the spinner's direction makes you lose your balance, you're out of the game. Best played on a soft surface with people you'd like to know better.




VIDEO COMPUTER SYSTEM

(Atari, \$180).


 We've been playing Atari's video games for years and find their home system one of the best additions you can make to your television for the price. (See also ODYSSEY², p. 53.) Atari boasts 50 different game cartridges. (M/J 78, p. 52; N/D 78, p. 53)

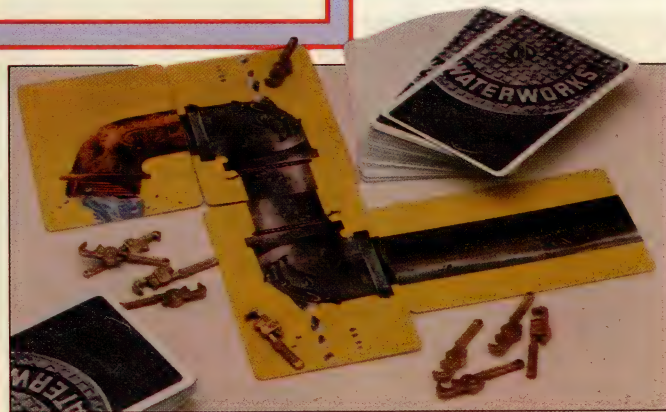


ULTIMATUM

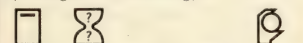
(Yaquinto, \$12).

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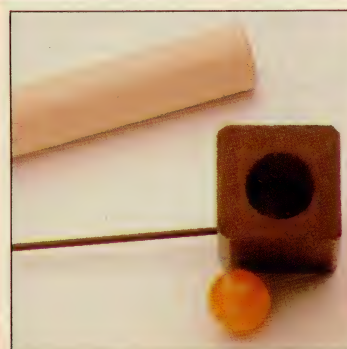
WATERWORKS

(Parker, \$5).

 As stated in the Plumber's Manual (rule book): "The object of the game is to be the first player to form a complete and continuous pipeline able to carry water between his faucet valve card and his spout card." It's a hilarious way to spend 20 minutes.




WEIRD WANDS

(from Weird Products, Ltd., Box 1011, Stowe, VT 05672; \$5 per pair includes postage and handling).

 Nerves of steel, peals of laughter, and a lot of wiggling go into every round of Weird Wands. Players attempt to transfer a small marble from the cup of one wand to another—as much fun to watch as to perform. (J/A 79, p. 51)

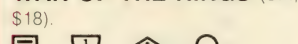


UNO

(International Games, \$4).

 Uno is a strange name for a game that borrows so much from the familiar card game of Crazy Eights. Then again, it's a much better game and just as simple to learn.

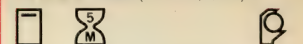


WAR OF THE RINGS

(SPI, \$18).

 This package contains two games based on Tolkien's *Lord of the Rings* trilogy. One is a search game in which the Sauron player tries to recapture the ring in question, and the other is a wargame based on the Dark Lord's attempts to conquer Middle Earth. If you've read the books, this game will bring them to life.

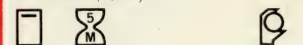


WILDFIRE

(Parker, \$50).

 Hand-held pinball is here at last in a machine that can challenge adults. Using a traveling LED dot for a ball, Wildfire yields an exciting simulation of its parent sport. There are four flippers. You can give the ball just the right amount of oomph to make it drop down the center chute. You can even give it English. And the bugger tilts! (J/F 80, p. 49)




WIZARD

(Waddington's House of Games, \$50).

 This well-designed machine plays four games, two of which are familiar versions of other popular hand-helds. Hot Corners and Breakout, however, are novel challenges. (J/F 80, p. 48)



YAHTZEE

(Milton Bradley, \$3).

 It's hard to think of a game that is more instantly addictive than Yahtzee. And it's just as much fun to play solitaire as it is with any number of opponents. Players score points by rolling and re-rolling five dice, trying to form certain patterns. Can anyone tell us what the name means?

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By Will Weng

PENCILWISE



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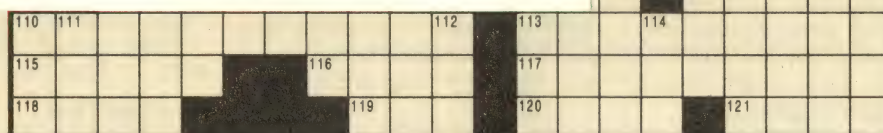
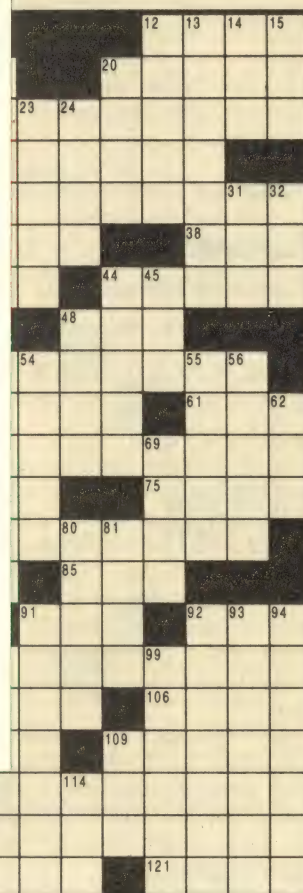
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Answer Drawer, page 95

- 44 1942 Preakness winner
46 ____ Xing
47 Released, as from prison
48 Feminine suffix
49 First Secretary of Defense
52 Hold off, for a while
57 Mr. of sleuthdom
58 Kind of coordinates
60 Bavarian river
61 Clock number
63 Certain attic access
66 Not any, in law
68 Moon shape
70 Actors' dialogue: Abbr.
71 ____-ski
73 Malcontent
75 Curved arch
76 Greek tailor, to customer with torn pants: "____?"
79 Customer, to tailor: "____?"
82 Uncertain sounds

- 117 Stock privileges. Abbr.
120 Defendant's statement
121 Stack, in England

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- 1 Name trumps, in bridge
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6 Set ____ (have faith in)
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8 Tacks on
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12 Regional wildlife
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23 Leg: Prefix
24 Part of a horse's family tree
29 Card report
30 Between Q and V
31 ____ good deed
32 Slangy epithet
34 River of Hungary
35 Sherpa country
36 Vichy figure of WWII
42 Army branch: Abbr.
43 Vietnam's Diem and others

- 44 Poker payments
45 Meadowland
46 Stage phone, for one
47 Put aside
48 Capri or Avalon
49 Star Wars aura, with "the"
50 Port of Japan
51 Seed: Prefix
53 Flower cluster
54 Robert ____, G.E. College Bowl emcee
55 City of Belgium
56 Salesmen's offerings
57 Alps and Rockies: Abbr.
59 Capek work
62 Resident: Suffix
64 Grocery section

- 65 Contrasting things
67 Behave lecherously
69 Pig Latin, for one
72 Biblical land
74 Sourdough's mount
77 Inactive: Abbr.
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84 SALT signatory
86 These, in France
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88 Rested briefly
89 Former infielder Eddie
90 Ring site, perhaps

- 91 British ninepin
92 Fawn over
93 Tells, as stories
94 Dry-goods people
96 Greek letters
98 Of the hair
99 Held on
101 Haunted house sound
102 Critic Walter
103 Gasman's reading
104 Standing
108 Bit of hay
109 Old World snake
110 ____ Kabibble
111 Seaman's org.
112 Radical '60s grp.
114 Greek letter



VIDEO COMPUTER SYSTEM

(Atari, \$180).

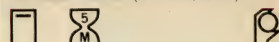


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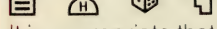


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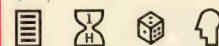
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WAR OF THE RINGS

(SPI, \$18).

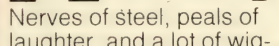


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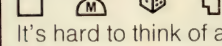
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(J/A 79, p. 51)



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Complementary Copies ★★★

By Will Weng

PENCILWISE

ACROSS

- 1 "The Aba _____ Honeymoon"
 5 West Point initials
 9 Book-balancer, for short
 12 Born and _____
 16 Sent out beams
 18 Woman's workbasket
 20 City of Tuscany
 21 Home of yaks and gnus
 22 Be combatant
 25 Wolves
 26 E. Eur. country
 27 Weaken
 28 One twelvemonth, in the Wild West
 29 Solidify
 30 Fasteners
 33 Outlaws
 37 "Crown & Anchor" serving
 38 Excessively
 39 Lisper's bane
 40 Like Paree
 41 Consume gradually
 44 1942 Preakness winner
 46 _____ Xing
 47 Released, as from prison
 48 Feminine suffix
 49 First Secretary of Defense
 52 Hold off, for a while
 57 Mr. of sleuthdom
 58 Kind of coordinates
 60 Bavarian river
 61 Clock number
 63 Certain attic access
 66 Not any, in law
 68 Moon shape
 70 Actors' dialogue: Abbr.
 71 _____ski
 73 Malcontent
 75 Curved arch
 76 Greek tailor, to customer with torn pants: "____?"
 79 Customer, to tailor: "____?"
 82 Uncertain sounds
- 83 French spread
 85 European fish
 86 Spiteful
 89 Signature of Gaul's conqueror
 91 School subj.
 92 Suffix with "drunk" or "dull"
 95 Wine: Prefix
 96 Bill's partner
 97 Certain investor
 100 Certain Scandinavian
 105 Meadow barley: Var.
 106 German hall
 107 Noted violinist, composer of the operetta *Apple Blossoms*
 108 Wilde or Shaw
 109 Like _____ in the face
 110 Major highways
 113 Careless about one's will
 115 Daub
 116 Invoice notation
 117 Fireworks component
 118 Slab
 119 Stock privileges: Abbr.
 120 Defendant's statement
 121 Stack, in England

DOWN

- 1 Name trumps, in bridge
 2 Southwestern gullies
 3 Thick-trunked African trees
 4 Condense on a surface
 5 Detroit org.
 6 Set _____ (have faith in)
 7 Genus of thrushes
 8 Tacks on
 9 F.D.R. agency
 10 Polynesian skirt
 11 Powerful weapon
 12 Regional wildlife
 13 Finds a new tenant
 14 Football lineman
 15 Word before Rheingold
 17 Mag. production
 19 Blind _____
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 24 Part of a horse's family tree
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 32 Slangy epithet
 34 River of Hungary
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 36 Vichy figure of WWII
 42 Army branch: Abbr.
 43 Vietnam's Diem and others
 44 Poker payments
 45 Meadowland
 46 Stage phone, for one
 47 Put aside
 48 Capri or Avalon
 49 *Star Wars* aura, with "the"
 50 Port of Japan
 51 Seed: Prefix
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 54 Robert _____, G.E. College Bowl emcee
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 64 Grocery section
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 67 Behave lecherously
 69 Pig Latin, for one
 72 Biblical land
 74 Sourdough's mount
 77 Inactive: Abbr.
 78 Understand
 80 Place for a statue
 81 Self: Prefix
 84 SALT signatory
 86 These, in France
 87 Marching insect
 88 Rested briefly
 89 Former infielder Eddie
 90 Ring site, perhaps
 91 British ninepin
 92 Fawn over
 93 Tells, as stories
 94 Dry-goods people
 96 Greek letters
 98 Of the hair
 99 Held on
 101 Haunted house sound
 102 Critic Walter
 103 Gasman's reading
 104 Standing
 108 Bit of hay
 109 Old World snake
 110 _____ Kabibble
 111 Seaman's org.
 112 Radical '60s grp.
 114 Greek letter

Answer Drawer, page 95

Prose Bowl☆☆

A Strategic Football/Word Game

by Van Phillips

1. Scrimmage (Simplified version for solitaire play)

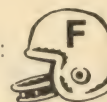
How many words of three or more letters can you find in the eleven letters at right? Each word **MUST** contain the "team captain" letter F somewhere within it. Do not use the same form of a word twice, and do not repeat a letter within a single word.

Par score: 35 words in as many minutes.

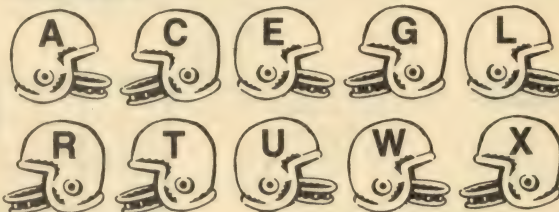
Our best score: 66 words in an hour plus.

Answer Drawer, page 96

Team captain:



Other letters:



2. Pasadena (The Big One, for Competitive Play)

Number of Players Two.

Equipment Pencil and paper for each player; a dictionary.

Object Score as many points as possible within three minutes by forming words from the "team" of letters one has drafted.

Drafting a Team

1. One player copies on a sheet of paper the first 21 letters from a book or magazine article, ignoring punctuation.

2. Each player now drafts a "team" of ten of these letters, as described below. Flip a coin to see who selects first.

3. The first player circles any *four* adjacent letters among the 21 and writes them at the top of his sheet. His opponent does likewise, selecting four consecutive letters from the remaining 17. The first player now circles any *three* adjacent letters from those remaining, and the second player does likewise.

4. At this point, seven letters remain. Beginning with the *second* player, each alternately drafts one letter at a time, until one letter remains. Each player will have a team of ten letters, and the unselected letter is designated team captain for both players. Each player writes that letter below his team and circles it for emphasis.

Example Using O. Henry's "The Gift of the Magi" for the bank of letters, the player's draft might proceed thus (numbers indicate the order in which letters were chosen in the draft):

ONE DOLLAR AND EIGHTY SEV

8 7 2 3 9 1 6 5 4 10

So the two teams would shape up like this, with H the team captain for both:

Player 1: **NDEILARGOV** Player 2: **EDOLYSETNA**

(H)

(H)

Forming words At the word "go," each player tries to form as many words as possible from his team of letters. Each word **MUST** contain the team captain letter somewhere within it. Only one form of a word is allowed (HATE or HATED, but not both), and a letter may not be repeated within a word unless it appears more than once in the "team." Proper names, abbreviations, hyphenated words, plurals and verbs formed by adding "s" are not allowed.

Scoring When time is up, the players check each other's words and award points as follows:

3-letter words—1 point

4-letter words—2 points

5-letter words—3 points

6-letter words—6 points

7-letter words or longer—10 points

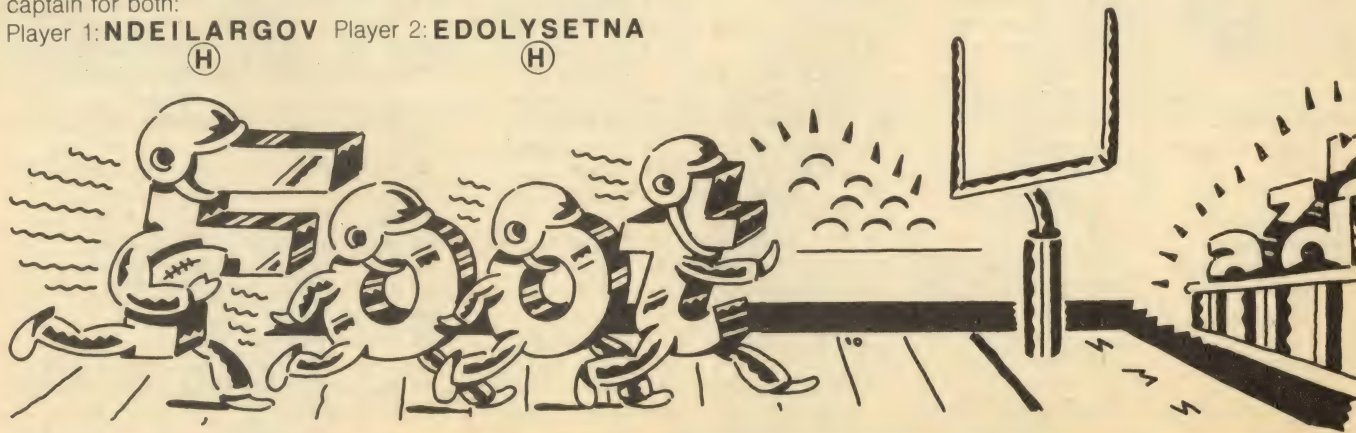
Each word containing a J, X and/or Z scores a bonus point.

Winning The player with the most points wins.

Tournaments To play a second and third game, each player keeps his ten-letter team and the loser of the previous game chooses any new letter of the alphabet as the new team captain. The best out of three games wins the tournament.

Strategy Tips

1. Try to get a variety of vowels on your team.
2. Force your opponent to draft disadvantageous letters by circling letters that limit his flexibility.
3. Try to keep your opponent from getting common word endings (ED, ER, ING, etc.).
4. Watch for possible team captains when selecting your final three letters.



Anagram Crossword★★

by Ron and Pat Dubren

This crossword puzzle has no clues! In fact, we've filled in the grid for you, but in so doing we scrambled the letters of each horizontal word. (As a result, most of the letters in vertical words have also been displaced, but in a sideways rather than a vertical direction.) The object of the puzzle is to unscramble the tangle we've created.

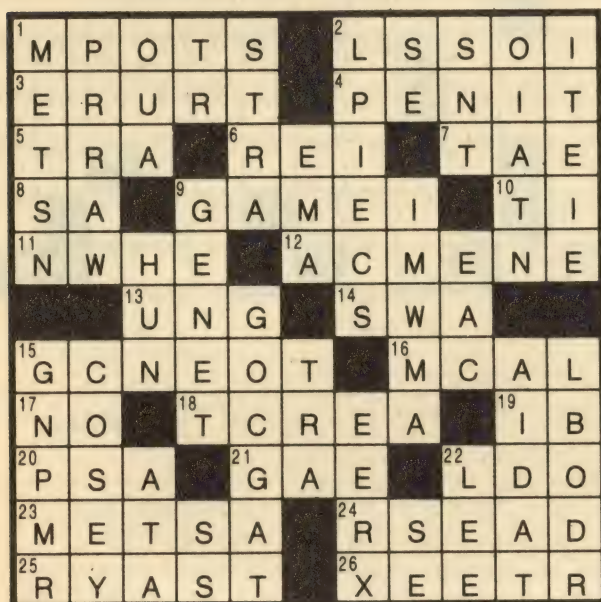
To solve, unscramble only the horizontal letter sequences to produce common English words. The vertical letter sequences cannot, of course, be anagrammed in the same way, but as

you unscramble the horizontal words and enter them in the diagram at right, common English words will also begin to appear vertically—a fact which should be of help to you as you solve.

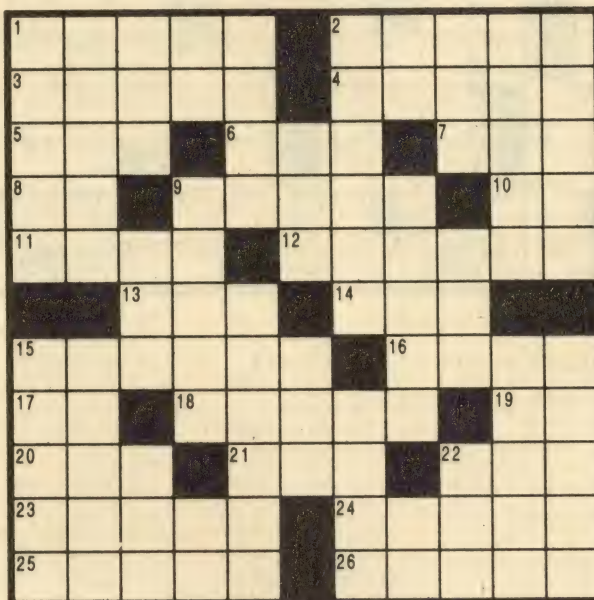
Word of caution: Some Across letter sequences (like 5-Across) can be unscrambled in more than one way (TAR, RAT, or ART). No capitalized, abbreviated, or hyphenated words will appear in either direction of the completed puzzle.

Answer Drawer, page 96

Scrambled



Unscrambled

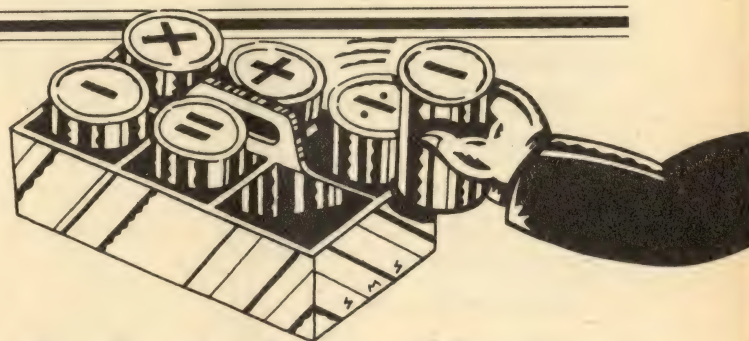


Six-Packs★★

by A. Braine

Insert the arithmetic symbols (+, −, ×, ÷) between the 6s in each line to make the eight different equations true. In each case the arithmetic operations should be performed in order from left to right.

Answer Drawer, page 95



A. 6 6 6 6 = 5

B. 6 6 6 6 = 8

C. 6 6 6 6 = 13

D. 6 6 6 6 = 42

E. 6 6 6 6 = 48

F. 6 6 6 6 = 66

G. 6 6 6 6 = 108

H. 6 6 6 6 = 180

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words

in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the name of the author and the source of the quotation. *Answer Drawer, page 96*

		1S	2F	3K	4L	5H	6Y		7T	8V	9A	10Q	11F	12U		13C	14H	15R		16K			17D	18Q	19M	20V
21C	22H	23W		24T	25N	26B	27R	28L	29J	30F	31I		32T	33R		34I	35J		36E	37T	38N	39H	40U	41C	42X	
43F		44E	45G	46Q	47S	48C	49K	50L		51R	52J	53A		54F	55D	56K	57O		58V	59O	60D		61X	62W	63Y	
64I	65S	66K	67N	68C	69F	70M	71A	72T	73V		74L	75X		76Q	77J	78N		79R	80U	81L	82W		83H	84K	85B	
86N		87Y	88C		89Y	90A	91D		92P	93T	94F	95I	96W	97U		98T	99V	100O	101K	102E	103B	104S	105X	106I	107W	
108C		109H	110F	111W	112V		113P	114M	115V	116N	117A	118G		119E	120R	121D		122T	123X	124H	125L	126S	127I	128M	129P	
130R	131J		132U	133H	134D		135X	136Q	137T	138W	139F	140B	141G	142S	143M	144D		145Q	146C	147U	148S	149W	150X	151V	152Y	
153J	154Q		155P	156O	157E		158Y	159P		160X	161G	162J	163C	164M		165P	166K	167L	168O	169N	170I	171U		172H	173G	
	174M	175O	176C		177W	178H	179X	180N	181T	182G	183J		184F	185Y		186K	187V	188X	189I		190E	191T	192N		193Q	
194R	195N	196M		197L	198O	199B		200M	201S	202W		203K	204A	205T	206L		207J	208Y		209K	210P	211I	212E			

A. Section of a poem	53	9	204	117	71	90																			
B. Blue Nile source	26	199	85	103	140																				
C. In all places	176	48	68	146	108	13	163	88	41	21															
D. Have as property	17	55	60	91	121	134	144																		
E. Drug addict: Sl.	44	119	212	190	36	102	157																		
F. Fish bait	139	11	69	184	2	54	110	43	94	30															
G. Pate; noodle; dome	182	45	118	141	161	173																			
H. Something that eases or alleviates	124	5	109	39	133	14	83	172	178	22															
I. Of consequence	127	211	189	95	64	31	34	170	106																
J. Thunder's companion	153	29	162	77	207	131	52	35	183																
K. Recording studio feature: 2 wds.	166	66	186	3	209	84	16	101	203	49	56														
L. Surveyor's point of reference: 2 wds.	74	125	28	81	197	4	167	50	206																
M. Got the better of	19	114	128	200	70	174	164	143	196																
N. All-powerful	169	192	180	116	38	25	67	78	195	86															
O. Former capital of Pakistan	57	59	100	156	168	175	198																		
P. Old Testament book	159	165	92	113	129	210	155																		
Q. Deck number: Hyph. wd.	145	18	193	10	154	76	46	136																	
R. Styles	79	27	15	51	194	130	120	33																	
S. Sufficient	65	126	47	148	142	201	1	104																	
T. Utterly mysterious	191	7	122	37	98	93	181	205	32	24	137	72													
U. Detests	12	40	80	97	132	147	171																		
V. Was subjected to	8	20	73	187	115	58	99	151	112																
W. How a team without The Babe plays?	23	149	82	62	138	177	96	111	107	202															
X. Title of honor	179	123	61	42	188	160	150	105	135	75															
Y. Woodsman's cutting edge	6	63	89	152	208	185	158	87																	

Name Droppers☆☆

by Stephen Sniderman

Each of the clues below is associated with a famous person whose initials have been replaced by stars in the clue. To solve, replace the stars; then think of someone with those initials who is closely associated with that word, phrase, or title. For example MA★CUS WELB★ = MARCUS WELBY = ROBERT YOUNG.

Answer Drawer, page 96

1. ★DVICE CO★UMN

2. ★O★TNOY

3. PAPE★ MO★N

4. S★EELERS Q★

5. LOV★ ★TORY

6. T★IGGE★

7. DOGP★T★H

8. MOO★. W★LK

9. A★I★E

10. GYM★ASTI★S

11. ★IRPLAN★

12. LA★Y C★ATTER★EY

13. ★OPPERFIEL★

14. ★I★CO

15. MUS★UL★R

16. A★C NE★S

FOLD THIS PAGE

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easier." First, fold this page back on the dashed line so the clues below face the solving grid on page 65. If you use only the Hard Clues (appearing below, and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easier Clues (tucked in beneath your fold on page 64). Remember, to peek or not to peek is up to you.

The World's Most Ornery Crossword

Bits & Pieces

By Henry Hook

Hard Clues ★★★

ACROSS

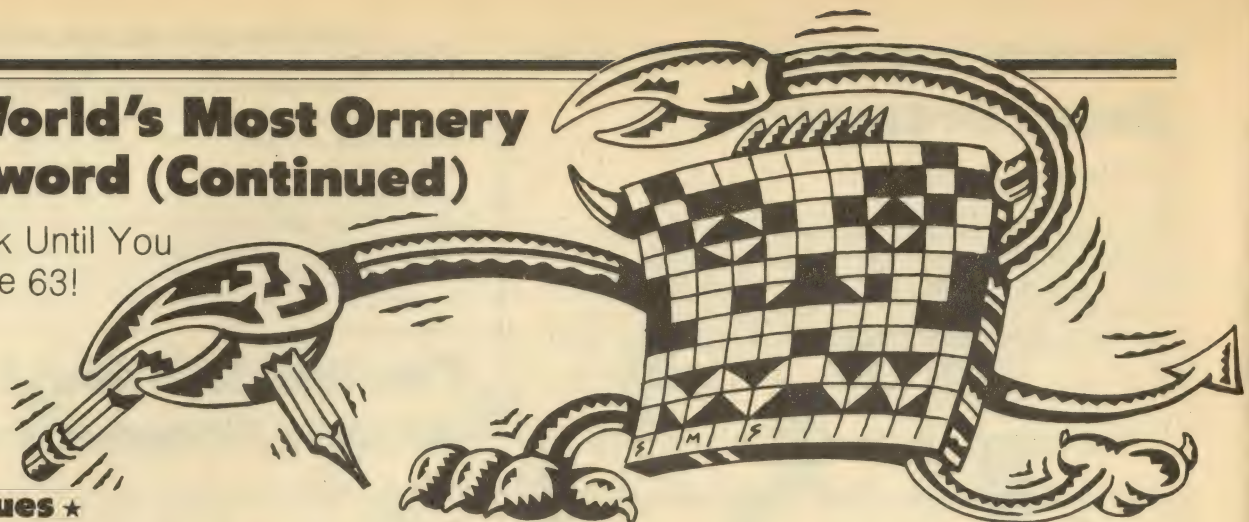
- | | | |
|-------------------------------|-------------------------------|---|
| 1 Chef's mold | 69 City near Kirkstall Abbey | 138 Joplin specialty |
| 6 Suburb of Camden, NJ | 71 Bright hues | 139 "____ Song": (John Denver hit) |
| 13 Closer to 100% | 75 Myrmecologist's topic | 140 Brought out |
| 18 Xanthic hue | 78 Polymnia's sister | 142 Reads the press |
| 23 Bonnie Blue's mother | 84 Unexpected, as a quiz | 143 Cartilage, e.g. |
| 25 What's in it? | 85 Decide in favor of | 145 Odets cabbie |
| 26 Kumasi's land | 87 Lead up to a proposal | 146 Like the Sahara |
| 27 Popular TV duo | 88 White House monogram | 147 "The Man in Black" |
| 30 Stage grp. | 89 Singer James ____ | 148 England: ENSA:: America: ____ |
| 31 Doesn't spare the horses | 90 He out-Ruthed Ruth | 149 Dutch coin: Abbr. |
| 32 Noted literary middle name | 92 Preacher, of baseball lore | 151 Stout kin |
| 33 Partner for go | 93 "____ the Top" | 152 Baker's creation |
| 34 Near, to MacPherson | 95 Bowl over | 153 Freedom, for short |
| 35 Slip | 98 "____ Bobby McGee" | 154 Equipment for Mac Wilkins |
| 36 Public-office privileges | 99 Half a duplex, in Devon | 156 Knightly helmet |
| 37 Must, with "to" | 101 Year in the future | 158 Trivial amount |
| 38 Cytoplasm substance | 103 Yule libation | 159 <i>Felis concolor</i> |
| 39 Henry's sixth | 104 O ₃ | 160 "Absence makes the heart grow fonder," ergo ... |
| 43 Hamstring | 106 Ex squared? | 166 Hellene |
| 46 Nero Wolfe's daughter | 107 Luncheonette quickie | 167 Quay |
| 48 Degrees in a quadrant | 110 ____ die | 168 Out of the question |
| 50 Morlocks' slaves | 112 Acted like newlyweds | 169 Haunts, old style |
| 51 Down suppliers | 114 Russian town | 170 Malicious looks |
| 52 He beat his donkey | 115 Gulliver, for short | 171 Organic compound |
| 53 West Virginia-born actress | 117 Poppycock | 172 Cathartic |
| 54 Western setting | 118 Bellow hero | |
| 56 Watch | 123 Table: Lat. | |
| 57 Basket: Sp. | 125 Beldam | |
| 58 <i>Mr. H</i> author | 128 High note | |
| 60 Tag items | 131 Aligned | |
| 61 Immovable | 133 City on the Rhein | |
| 62 Young namesakes | 134 Deburau portrayal | |
| 63 Suffered a setback | 135 Arthritis | |
| 65 Astragalus locale | 136 Pavement | |
| 66 Poetic form | | |
| 68 Abbr. on a blotter | | |

DOWN

- 1 Distrustfully
- 2 Directors' bibles
- 3 Shirley Jones role
- 4 "Shady lady" in a 1963 film
- 5 Second century date
- 6 Wear
- 7 ____ Pendragon

The World's Most Ornery Crossword (Continued)

Don't Peek Until You
Read Page 63!



Easier Clues ★

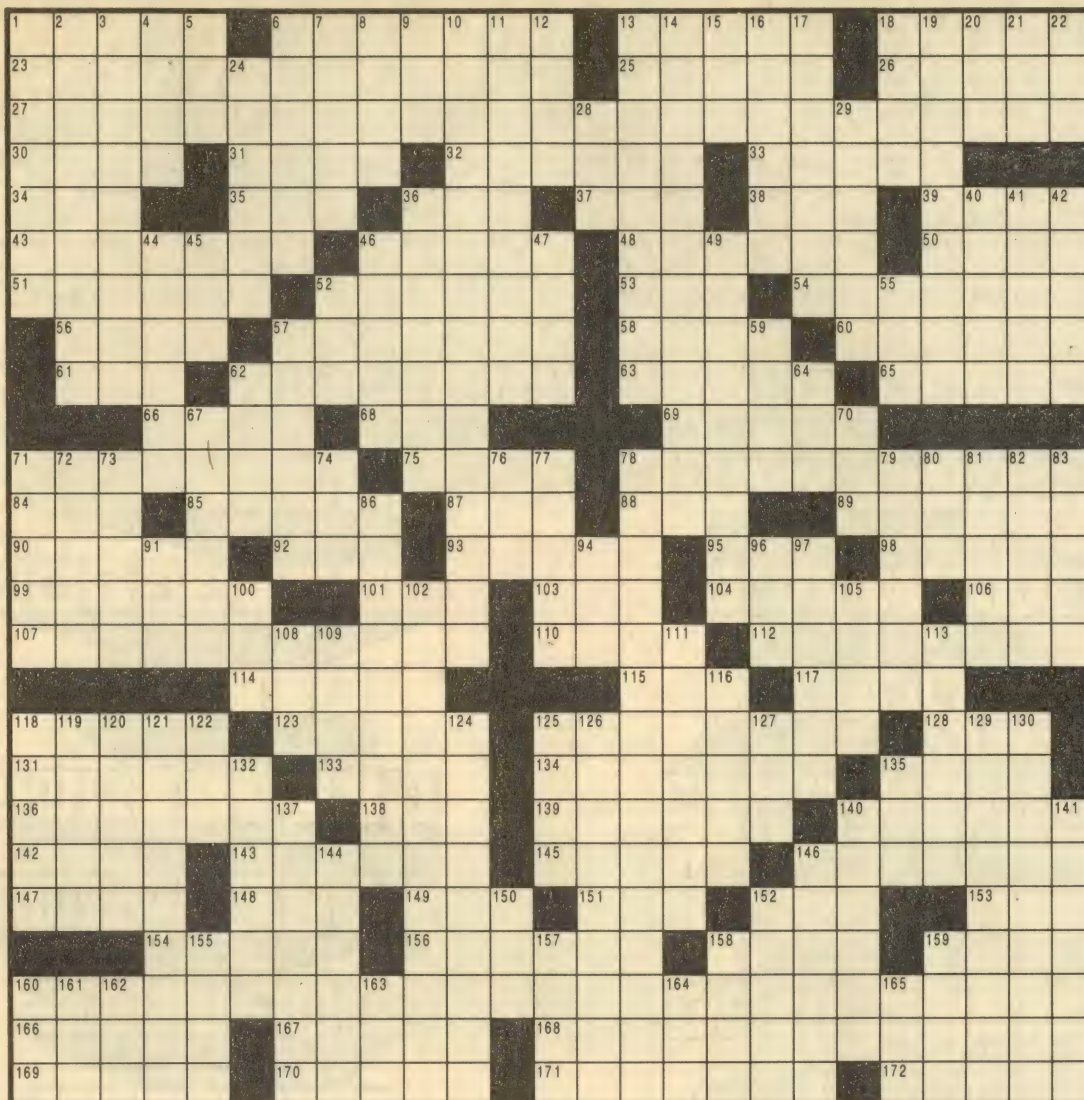
ACROSS

- 1 Meat jelly
6 Renowned ornithologist John James ____
13 More chaste
18 Dark yellow color
23 Rhett Butler's love: 2 wds.
25 "What's in ____?": 2 wds.
26 African nation
27 *The Muppet* Movie co-stars: 6 wds.
30 Theatrical org.: Abbr. (A TAN anag.)
31 Hurries
32 Percy ____ Shelley
33 Arise: 2 wds.
34 V.P. under Ford: Initials
35 "To ____ is human..."
36 Baby food
37 Owns
38 Ribonucleic acid: Abbr.
39 Catherine ____, Henry VIII's sixth wife
43 Disable
46 Feminine form of Carlos
48 XC
50 Slaves in Wells' *The Time Machine* (in BELOIT)
51 Sea ducks
52 Old Testament prophet (ALABAM' anag.)
53 Actress Joanne
54 It precedes dusk
56 Girlwatch
57 Two-deck card game
58 Mary had a little one
60 Costs
61 Lay the table
- 62 Country singer Lynn and M*A*S*H star Swit
63 Receded, as a tide
65 Joint above the foot
66 Epic poetry (POSE anag.)
68 Abbr. indicating an alias
69 Yorkshire city
71 Bright reds
75 Picnic pests
78 Muse of dancing (PETER'S CHOIR anag.)
84 Dad
85 Oscar or Emmy
87 Court, as a swain might a lady
88 DDE's predecessor
89 Actor McGavin
90 Patriot Burr
92 Fish eggs
93 "Tag!" ____ "It!"
95 Holy cow!
98 "____ My Shadow": 2 wds.
99 Level of a building: Brit.
101 Roman 2100
103 Egg beverage
104 Fresh air
106 Third letter
107 Thinly sliced beef, fried quickly: 2 wds.
110 Choice on *Let's Make A Deal*
112 Kissed
114 See-through food wrap
115 Moon vehicle, for short
117 Nonsense!
118 February's follower
123 High-IQ group (NAMES anag.)

- 125 She "lived in a shoe": 2 wds.
128 Height: Abbr.
131 "... pretty maids all ____": 3 wds.
133 German spelling of Cologne
134 Mime character (PRE-RIOT anag.)
135 Pituitary hormone: Abbr. (CHAT anag.)
136 Road surface
138 Dusting cloth
139 Oakley and Orphan
140 Drew out (partly reduced?)
142 Pen fluids
143 Kleenex
145 Southpaw
146 Sandy (SEE NORA anag.)
147 Money "on hand"
148 GI entertainment troupe: Abbr.
149 Guild: Abbr. (Gee, 50 and 500!)
151 It's near beer
152 Hot cross ____
153 Women's ____
154 Olympic "Frisbees"
156 Armored helmet (sounds like HOME)
158 Little bit
159 Mountain lion
160 Proverb explaining the high divorce rate?: 3 wds.
166 Zorba, e.g.
167 "Waitin' on the ____"
168 Unbelievable
169 Hampshire: Abbr. (SHANT' anag.)
170 Dirty looks?
171 Fat-soluble compound (in ASTEROIDS)

DOWN

- 1 Sideways, as a look
2 Scripts
3 Pear tree bird
4 "My Friend" in a 1949 film
5 Roman 151
6 Clothing
7 King Arthur's father (in LUTHERS)
8 "Easy ____ it"
9 Not VHF, on TV
10 *The Big Valley* star: 2 wds.
11 Gold and silver: Sp., 3 wds. (OY, A PATROL anag.)
12 Shrewish types
13 Beg on the streets
14 Unwanted people
15 Male sheep
16 Refugee (REGIME anag.)
17 Takes offense at
18 Former Soviet secret police: Abbr. (GO UP anag.)
19 Donated: 2 wds.
20 Ugly old woman
21 Our language: Abbr.
22 Sunbeam
24 Merman and Mertz
28 Cigar residue
29 Put off going to bed: 2 wds.
36 Florida city (A TALK, PA anag.)
40 It goes with a key: 2 wds.
41 Wheel on a spur (LOWER anag.)
42 De-soap
44 Stone thrower
45 Before: Prefix
46 City of Crete (AN ACE anag.)
47 Amo, ____, amat
49 Avis, vis-a-vis Hertz: 2 wds.
52 Saloon
55 New Deal org.: Abbr.
57 Hepburn, to Tracy
59 Horn sound
62 Movie theater tycoon (sounds like LOW)
64 Dentist's degree: Abbr.
67 Mercury or Mars
70 Comical Caesar
71 Involuntary movement
72 Animal of the tropics (is a jacket on one?)
73 Chef's wear
74 No seats: Abbr.
76 Also
77 *The ____ of Music*
78 Jason's quest: 3 wds.
79 Carved pin designs
80 Ancient empire: Abbr.
81 Garden vegetable (ROACH anag.)
82 Tennis's Dr. Richards
83 Over and done with
86 Manners
91 Evangelist's Univ.: Abbr.
94 Young friend of Winnie-the-Pooh
96 Fractions of lbs.: Abbr.
97 Aussie animal
100 Certainly!
102 Accidental killing
105 12:00
108 America's Uncle
109 *Star ____*
111 Start over, as an author
113 Each: Fr.
116 Comic Amsterdam
118 Imitate
119 Pineapple (a grandma?)
120 Shelves
121 Ultimate weightloss plan: 2 wds.
122 Trough for bricks
124 Sinatra song: 2 wds.
125 October birthstone
126 Facial characteristic
127 Jan., Feb., etc.: Abbr.
129 Peter Falk role
130 "Give Me ____ Life": 2 wds.
132 African tribe, or a '60s dance
135 Lemon drink
137 Name wrongly
140 Verdi opera (INANER anag.)
141 Lincoln-Douglas meetings
144 Evening party
146 Took the car
150 Dip lightly
152 Italian bowling game: Var.
155 Kinds
157 *Exodus* author, Leon ____
158 "Money ____ object": 2 wds.
159 Ring out, as churchbells
160 Three after E
161 Parsegian, of football
162 Males
163 "____ been robbed!"
164 Beetle (sounds like DOOR)
165 Tennessee river project: Abbr.



Answer Drawer, page 96

Hard Clues (cont'd)

- | | | | | | |
|------------------------------|---------------------------------------|----------------------------------|--|---------------------------------------|---------------------------------|
| 8 Suffices | 24 Waters and Barrymore | 57 Lake, to Ladd | 80 Lothair I's domain: Abbr. | 116 Henny: violin:: ____: cello | 137 Umpire's boner |
| 9 Letters on a TV dial | 28 Item in a tray | 59 Impatient drivers do it | 81 Mountain spinach | 118 Ape | 140 Verdi's bandit |
| 10 <i>Stella Dallas</i> star | 29 Watch the late movie | 62 Pioneer in early Hollywood | 82 Dr. Richards | 119 Hawaiian fruit | 141 JFK-RMN events, 1960 |
| 11 Montana's motto | 36 Florida city | 64 Driller's degree: Abbr. | 83 Ceased | 120 Poolroom props | 144 Party, say, sevenish? |
| 12 Glue factory candidates | 40 Have ____ on (be sure of) | 67 Clark Kent's paper | 86 Carriages | 121 Fast, e.g. | 146 Drove |
| 13 Part of Oklahoma | 41 Spur | 70 Imogene's co-star | 91 Tulsa campus: Abbr. | 122 Coal scuttle | 150 Flounder |
| 14 Pariahs | 42 Wash cycle | 71 Sudden effort | 94 Kanga's baby | 124 Hit for Ole Blue Eyes | 152 Lawn game: Var. |
| 15 Ox: bull:: wether: ____ | 44 Attacker, of sorts | 72 Raccoon's kin | 96 Cooking wts. | 125 Iridescent silica | 155 Types |
| 16 Revolution escapee | 45 Grand ____, village in Nova Scotia | 73 It has strings attached | 97 Down Under creature | 126 Distinctive feature | 157 Celler, et al. |
| 17 Is indignant | 46 Cretan bay | 74 Hit letters | 100 Servile kind of man | 127 June and others: Abbr. | 158 "The answer ____!" |
| 18 Soviet org., 1922-34 | 47 One of a Latin trio | 76 Likewise | 102 Murder, minus malice | 129 TV detective | 159 Ring |
| 19 Anted | 49 Runner-up | 77 Kalmar or Pamlico | 105 High time | 130 Epithet for Charles III of France | 160 Near-the-front theater rows |
| 20 Broom-Hilda, e.g. | 52 Symbol on some cattle brands | 78 Legendary treasure of Colchis | 108 Streisand's tailor? | 132 Burundi people | 161 Heavenly Altar |
| 21 He was close to Chang | 55 Govt. agcy., 1933-36 | 79 Bit parts | 109 Peregrination | 135 American humorist | 162 Voters, before 1920 |
| 22 Dadaist Man | | | 111 Edit extremely | | 163 Related to: Suffix |
| | | | 113 "____ pour soi" (Every man for himself: Fr.) | | 164 Golden: Fr. |
| | | | | | 165 Dam good idea in '33: Abbr. |

Follow the Clues★★

by Jules Roth

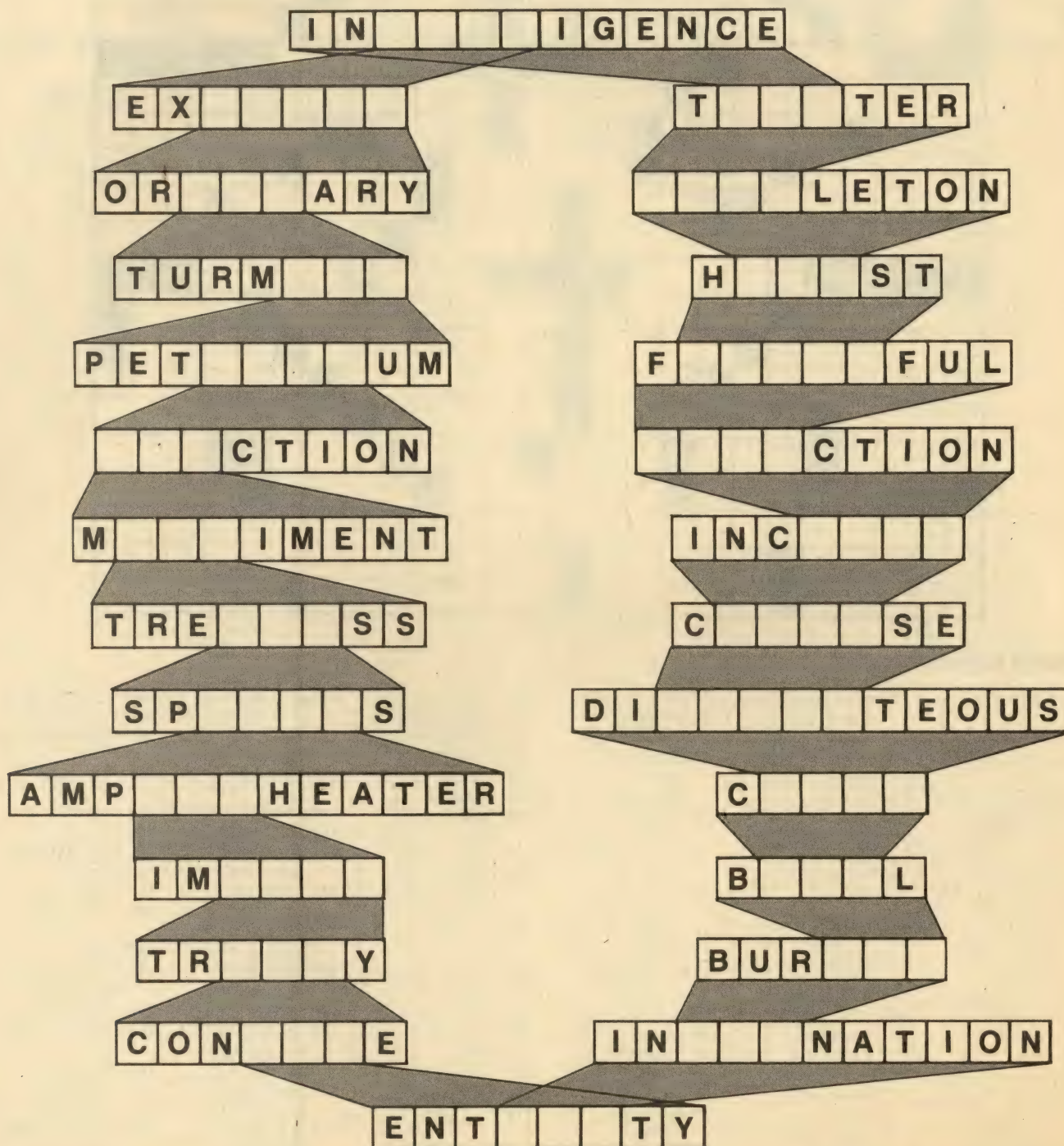
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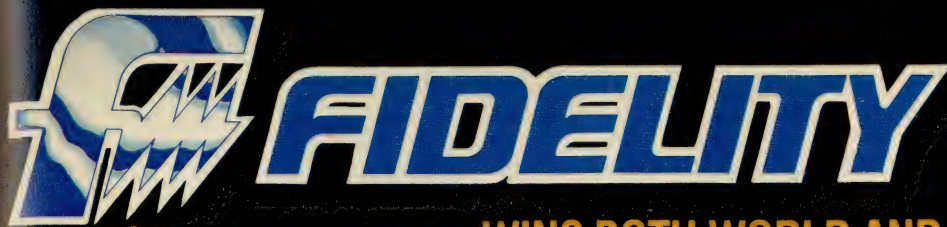
For example, the first word (at the top of the puzzle) is INTELLIGENCE. The letters that go in the empty boxes—TELL—are a synonym of the next answer, EXPLAIN. Its missing letters—

PLAIN—spell a synonym of the next answer, and so on. The missing letters in the last answer will be a synonym of your native INTELLIGENCE, completing the circuit.

If you get stuck, jump ahead and try working backward. For example, the fifth answer, PET— _ _ _ _UM, is a synonym of the missing letters in the previous word. A slippery one, that.

Answer Drawer, page 96





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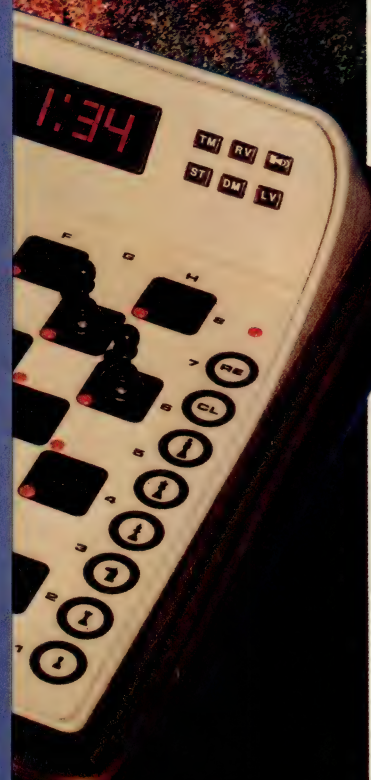
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Follow the Clues★★

by Jules Roth

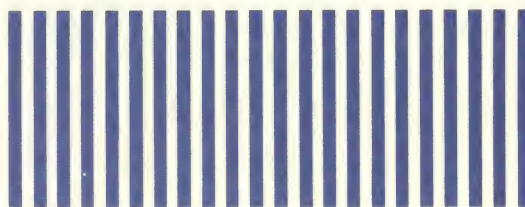
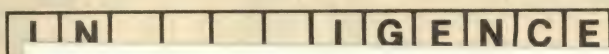
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Answer Drawer, page 96



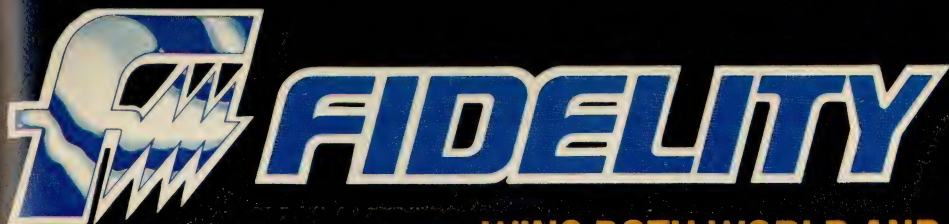
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WILD CARDS

Edited by Lisa Feder



No Kidding



The Bottom Line

When the waiter handed Mr. Essen the bill for his meal, Essen wrote on it, "102004180!" and strode out of the restaurant. Can you figure out what this meant? (Hint: it was not his American Express number.)

—John Steinhardt

Answer, page 74

Teasers

How Well Do You Noel?

Name Santa's reindeer.



Answer, page 74

If..., Then...



A Family, Treed

Four children and their father were strolling in the park. As they approached a small cluster of trees, the family stopped.

"These trees, which we will call A, B, C, and D, are four different kinds: pine, oak, ash, and elm. Can you tell which is which?" the father asked his children.

Sandy, the oldest, guessed first: "A is pine, B is oak, C is ash, and D is elm." Theo quickly offered: "I agree with Sandy on A, but B is elm, C is oak, and D is ash." Ursula heartily disagreed: "A is elm, B is pine, C is ash, and D is oak!" Victor, only eight but quite precocious, rapidly shook his head. "A is ash, B is oak, C is pine, and D is elm," he pronounced with authority.

"Not bad," said their dad, "but not great. Three of you have two right, but one of you got them all wrong." What were the correct answers?

—Henry R. Plante

Answer, page 74

Hall of Fame



Characteristic Initials

If Linda Ronstadt is "Lovely Rocker," and Charles Bronson is "Cinema Brawler," who are the other famous people described here?

1. Famous Depression Ringleader
2. Ancestor Hunter
3. Baby Specialist
4. Bing's Heckler
5. Jabbing Demon
6. Brazen Reporter
7. Zany, Zaftig Gabber
8. Tosses Shutouts
9. Hermit Transcendentalist
10. Surrealist Dada
11. Bonneted Activist
12. Incredible Author
13. Chicken Sultan
14. Eastern Governor
15. Leads Federation O' Basketball
16. Baptist "Guru"
17. Bravissima Singer
18. Generally Somewhat Pugnacious

Answer, page 74

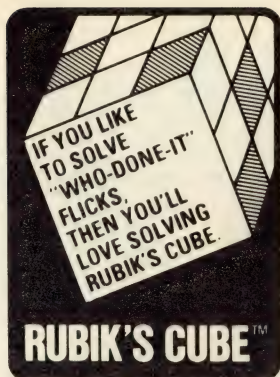
For the Record

Pitch Hits

Maybe the French poet Blaise Cendrars was right when he declared advertising "one of the seven wonders of the modern world." Certainly many modern Americans can hum their favorite jingle more readily than Beethoven's Fifth. Here are 10 examples of Madison Avenue's memorable efforts: see if you can identify the products being pitched.

1. It's the real thing.
2. Melts in your mouth, not in your hands.
3. I can't believe I ate the whole thing.
4. Reach out and touch someone.
5. When you need it bad, we've got it good.
6. We are driven.
7. You, you're the one.
8. Double your pleasure, double your fun.
9. The more you look, the more you like.
10. Ring around the collar. —C.S.

Answer, page 74



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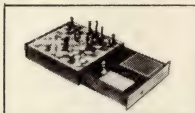
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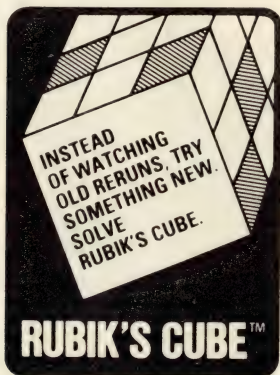
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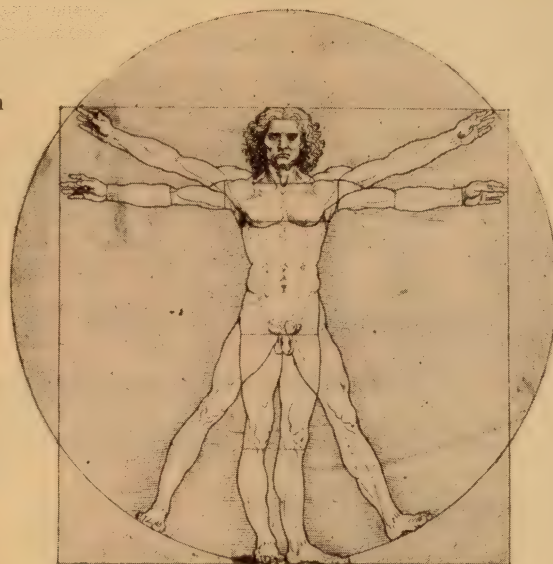
Look



Figure This One Out

We all know Leonardo da Vinci as a painter, inventor, and draftsman. But this Renaissance man had yet another talent of which even he may not have been aware: as a fashioner of puzzles. Study the da Vinci drawing at right with an eye for the number of figures it contains. See what we mean?

—Jeffrey Rothschild



Answer, page 74

List Dept.



Eating Between the Lines

Plan your next dinner party around some of these tasteful titles, and you can ask your guests which books they are eating.

Goodbye Mr. Chips by James Hilton

Crazy Salad by Nora Ephron

The Grapes of Wrath by John Steinbeck

The Egg and I by Betty McDonald

Tortilla Flat by John Steinbeck

Five Red Herrings by Dorothy Sayers

Five Little Peppers and How They Grew by Margaret Sidney

Cakes and Ale by Somerset Maugham

A Moveable Feast by Ernest Hemingway

A Pocketful of Rye by Agatha Christie

Naked Lunch by William Burroughs

—from *The Food Lover's Book of Lists* (New American Library, Inc.). © 1979 by Patricia Altabello and Deirdre Pierce.

Teasers



What's the Meter?

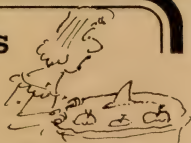
Things are getting better. Give anyone an inch these days and he's likely to take a kilometer. Try your hand at "metric conversion" by matching these meters with the unlikely things they measure.

1. Porometer
 2. Craniometer
 3. Drosometer
 4. Astrophotometer
 5. Konometer
 6. Macrometer
 7. Oometer
 8. Zymometer
- a. Birds' eggs
 - b. Dew
 - c. Distance of inaccessible objects
 - d. Skulls
 - e. Fermentation
 - f. Dust
 - g. Intensity of star light
 - h. Leaf respiration

—Steve Carper

Answer, page 74

Party Games



Double-Take

This game invites you to take a second look at the people around you. Players form a circle, and each one, in turn, describes the person opposite him. Sit close enough to feel his presence, but far enough to see all of his body clearly. Then, let your imagination run wild!

"Double-take" Kurt, for instance:

"Kurt? I see him as a happy old sea lion basking in the sun after a quick dip. He's a cup of hot, strong coffee gulped down at an Iowa diner at 6:45 A.M. He's an old (but favorite) woolen car coat on the front seat of a 1956 Ford."

The game also works well if everyone writes down his descriptive gems, and then lets the person being described read them aloud so he can see himself as his friends see him. —L. F.

Word Play



With Flying Colors

Be it the red badge of courage, the boys in blue, or the whites of their eyes—there's no denying that war has added a lot of colorful language to our vocabulary. Can you pair the following expressions with the conflicts that spawned them?

1. Yellow journalism
2. AWOL
3. DMZ
4. Silent majority
5. Hubba hubba
6. Barracks
7. Dog tag
8. Chevron
- a. Civil War
- b. Revolutionary War
- c. Mexican War
- d. Spanish-American War
- e. World War I
- f. World War II
- g. Korean War
- h. Vietnam War

Answer, page 74

Tough Nuts



Money Matters

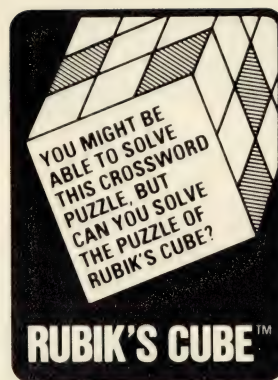
Each of these clues refers to a word or an image that can be found on a Susan B. Anthony dollar. How many can you find? (Passing the buck around may actually help in this case.)

1. Palm tree fruit
2. "Amount due" notice
3. Two under par
4. Hollywood VIPs
5. Sweet roll
6. First Oscar-winning movie
7. One of the Fords
8. Faith
9. Brief biography
10. Naval time off
11. Arrest
12. Long-lost magistrate
13. So this is how we stand!
14. Eye-chart topper
15. Picnic pest + singer Don + state abbr.
16. ONE CHANGED (Anagram)

—H.H.



Answer, page 74



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Crossword Puzzle FANS!

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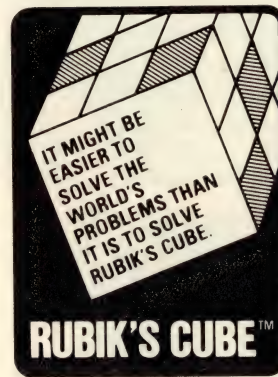
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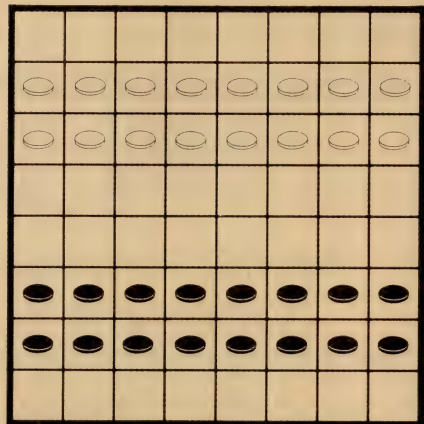
Twists



Turkish Checkers

An intriguing variety of checkers is played in Turkey, using 16 pieces of each color and an 8x8 board, traditionally, all squares on it are the same color.

The opening position is shown in the diagram, Black moves first.



Rules

1. A checker ("man") may move one space either forward or sideways, but not diagonally or backward.
2. A man may capture an opposing piece by jumping over it, in either a forward or sideways direction, landing on an empty square immediately on the other side. A series of captures may be made in a turn, and it is permissible to combine forward and sideways movements when making a multiple jump.
3. When a man reaches the other side of the board, it becomes a king. If this happens in the middle of a multiple capture, the man becomes a king immediately and continues jumping as a king for the rest of that turn.
4. Kings move like rooks in chess (any number of squares along an unoccupied horizontal or vertical line).

A king captures by jumping over an isolated enemy piece, skipping any number of unoccupied squares on either side of the jumped piece. A king also makes multiple captures, turning at right angles, if necessary, after each jump. Kings are captured in the same manner as ordinary men.

5. When a piece is captured, it is removed from the board immediately and does not block further jumps in that same turn.

6. A player must make a capture if he can, and he must always capture the maximum number of pieces he possibly can in his turn (without regard to their status as ordinary men or kings).

7. A player wins by capturing or blocking all of his opponent's pieces. In addition, if one player has only a king left and the other player only a man, the player with the king automatically wins.

—R. W. S.

can you beat it?

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Tough Nuts



Time Out

Can you determine the next three terms of this sequence?

12, 1, 1, 1, 2, 1...

Answer, page 74

Word Play



A Capital Idea

Want to take a whirlwind tour through the capitals of the world? Your itinerary includes fifteen cities, whose names can be read backwards or forwards in the travelogue below. All you have to do is find them. So grab your pencil and get moving!

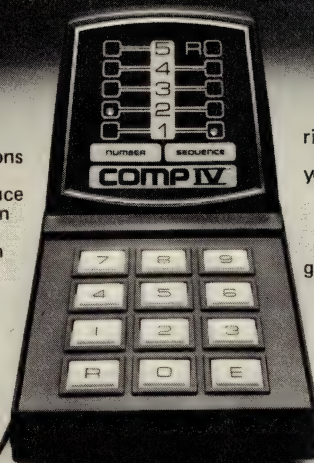
Old capital cities are often compact. It is not that there is less urban sprawl than in modern cities but the interesting buildings from earlier times are usually clustered together on narrow streets in the city centers. A car actually is less convenient than public transportation or taxicabs. I rapidly got used to mad rides through narrow streets with cab drivers indifferent to my protests until my throat was raw from trying to convince them to go slower and not race along at a mile a minute as if we were on a race course. They would drive me to the royal palace where I would get out in the plaza, then stand around to gawk at the antiquity and hope King Whatsis would look out one of the plaza windows. When nobody understood my French or I actually could not find anyone who spoke English, I was ready to quit overseas travel for good. I swore to remember never to travel in a country where I do not know the language unless I have had plenty of practice at charades; otherwise, I would not have the stamina to go back again.

—Wayne Williams

Answer, page 74

"I AM PROGRAMMED TO BEAT YOU."

You are mortal. I am the product of millions of dollars of research. You will attempt to deduce the numbers I have hidden in my computer memory. I will reveal only which of your digits are correct and how many are in the



right position. As your excitement mounts, you will get (ugh!) emotional. I will not. You are mortal. I am Comp IV. The electronic challenge game with 32,000 number combinations from MB Electronics.

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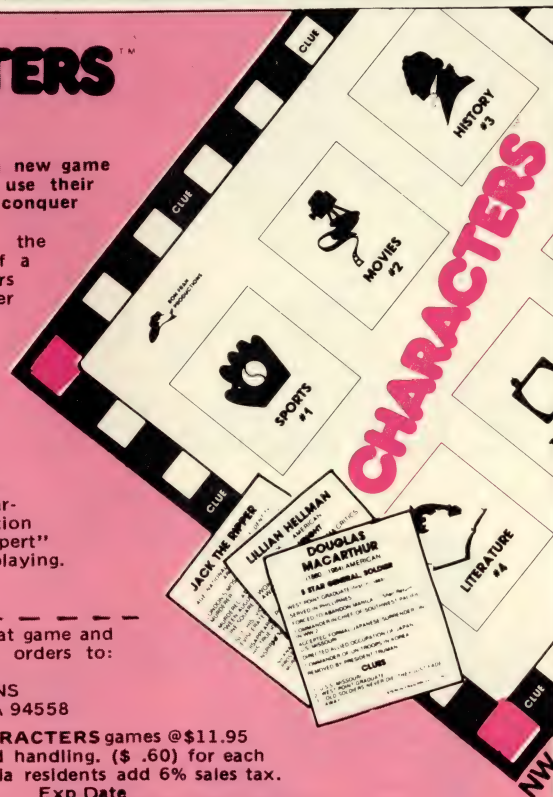
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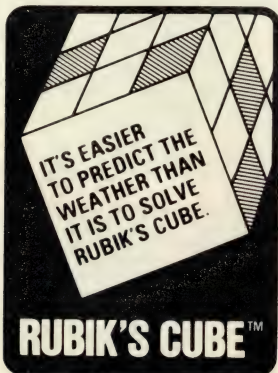
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WILD CARD ANSWERS

The Bottom Line

1 0 2 0 0 4 1 8 0 = I ought to owe nothing for I ate nothing.

How Well Do You Noel?

Santa's reindeer, in order, are: Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen, and of course, Rudolph.

A Family, Treed

Tree A is pine
B is elm
C is ash
D is oak

Characteristic Initials

1. Franklin Delano Roosevelt
2. Alex Haley
3. Benjamin Spock
4. Bob Hope
5. Jack Dempsey
6. Barbara Walters
7. Zsa Zsa Gabor
8. Tom Seaver
9. Henry Thoreau
10. Salvador Dali
11. Bella Abzug
12. Isaac Asimov
13. Colonel Sanders
14. Ella Grasso
15. Lawrence F. O'Brien
16. Billy Graham
17. Beverly Sills
18. George S. Patton

Figure This One Out

16. If you said "two," look again. Are any two of the figures below more "valid" than the other 14?



Pitch Hits

1. Coca-Cola
2. M & M's
3. Alka Seltzer
4. Bell Telephone
5. Florida Tourist Board
6. Datsun
7. McDonald's
8. Wrigley's Doublemint gum
9. Mazda
10. Wisk

What's the Meter?

1. h, Leaf respiration (Porometer)
2. d, Skulls (Cranimeter)
3. b, Dew (Drosometer)
4. g, Intensity of star light (Astrophotometer)
5. f, Dust (Konometer)
6. c, Distance of inaccessible objects (Macrometer)
7. a, Birds' eggs (Oometer)
8. e, Fermentation (Zymometer)

With Flying Colors

1. Yellow journalism: d, Spanish-American War
2. AWOL: a, Civil War
3. DMZ: g, Korean War
4. Silent majority: h, Vietnam War
5. Hubba hubba: f, World War II
6. Barracks: b, Revolutionary War
7. Dog tag: e, World War I
8. Chevron: c, Mexican War

Money matters

1. Date (1979 or 1980)
2. Bill (eagle on tails side)
3. Eagle
4. Stars
5. Bun (S.B.A.'s hairdo)
6. Wings (eagle)
7. Susan
8. Trust (In God We)
9. Profile
10. Liberty
11. Collar (S.B.A.'s)
12. Crater (moon on tails side)
13. United (States)
14. E (Pluribus Unum)
15. Anthony (Ant + Ho + NY)
16. Hendecagon (11-sided figure bordering either side). If you figured out this last one, take the dollar and buy yourself a prize!

Time Out

3, 1, and 4. The sequence represents the number of times a clock will strike at half-hour intervals, beginning at midnight, assuming (as with many clocks) that it strikes the number of the hour on the hour and strikes once on the half-hour.

A Capital Idea

The capitals are listed in the order in which they appear. An asterisk denotes that the city appeared backwards in the text: Brussels* (IS LESS URBan); Rome (fROM Earlier); Caracas* (centerS. A CAR ACtually); Paris* (taxicabS. I RAPIdly); Madrid (MAD RIDes); Warsaw* (WAS RAW); Oslo (gO SLOWer); Lima* (A MIlE); Athens (plazA, THEN Stand); Peking (hOPE KING); Bonn* (WheN NOBody); Cairo* (OR I ACtually); Quito (QUIT Overseas); Berne (rememBEr NEVer); Bogota* (stamina TO GO Back).



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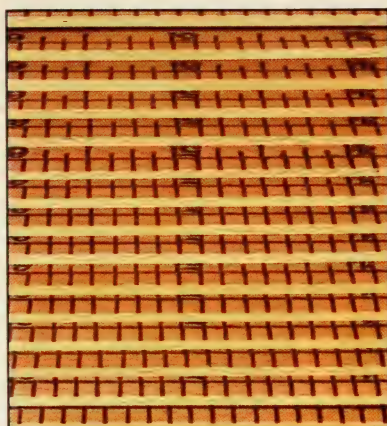
1. Melt down



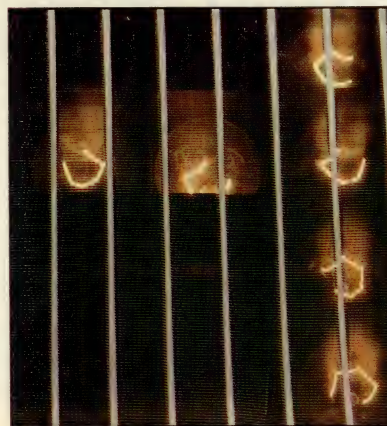
2. Lip service



3. Often found on #9



4. Kings and queens



6. Look ma, no hands



8. Brakedown

**E
Y E
B A L L
B E N D E R S**

WHAT ARE THESE OBJECTS?

SEE THE ANSWER DRAWER ON PAGE 96.

☆☆



5. Best of breed?



7. Big tipper



9. Pick-me-up



10. Open-and-shut case

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The Big One

Once bitten by the chess bug, it is hard to quit. I hadn't competed in a major tournament in two years, but when I was invited to play in the United States Closed Championship, my curiosity got the better of me. (The opportunity arose after four people rated ahead of me, including defending champion Lubomir Kavalek, declined their invitations.) I wanted to see how I would fare against the young lions—whether I had lost my touch.

Despite lack of preparation, I surprised myself by tying for first with Walter Browne, age 31, and Larry Christiansen, 24. Trailing by half a point were the youngest and the oldest: Yasser Seirawan, 20, currently the world junior champion; and Leonid Shamkovich, 54, a Soviet emigré. Nobody was undefeated, and only three points separated first from last (not counting Mark Diesen, who dropped out after three rounds when he tripped and fell down a staircase).

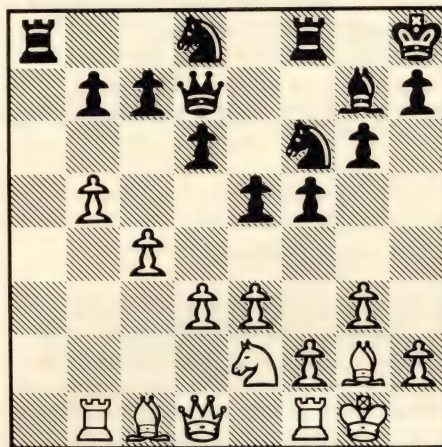
The Closed Championship is the most prestigious chess tournament in America. Competition is limited to 14 top players—the 13 highest-rated players in the country plus the winner of the previous U.S. Open—which should not be confused with the Closed. The format is a round robin, which is the truest test of skill. This year's \$20,000 purse was not lavish for three weeks' work, even though the players did get travel and living expenses. If we didn't love the game, we wouldn't have been there.

I first won the Closed 29 years ago, at age 19, then again in 1962 and 1968. It is comforting to know that while chess is a sport requiring stamina, arrogance, and killer instinct, skill at the game does not necessarily wither with age. Unlike athletes, who burn out fast, chess masters look forward to half a century in the arena. When Emanuel Lasker made a plus score at the great Nottingham Tournament in 1936, the press referred to him as a "geriatric marvel." Today at 70, Sammy Reshevsky and Miguel Najdorf are still active, and at 54, Efim Geller recently regained the Soviet National

Crown that he held 25 years ago.

At the outset I was paired against Seirawan, the high-rated favorite who had just topped three European tourneys and even won a game from the redoubtable Viktor Korchnoi. Even worse, I had Black. Still, I reminded myself, I beat Yasser two years ago at Lone Pine. At move 16 I realized how rusty I was.

Seirawan vs. Evans



Black moves

At move 16 I realized how rusty I was.

White has acquired the slight advantage of the two bishops, and his mighty sentinel on g2 exerts considerable queen-side pressure from a distance. (A complete explanation of algebraic chess notation appears on page 96.) It is well-known that bishops operate best on open lines and that to muffle their impact one should strive to close the game. In the old days I would hardly have thought twice about 16...c6! so that after 17 bc bc 18 Qb3 d5 19 cd cd Black is ready to deaden the diagonal with...e4.

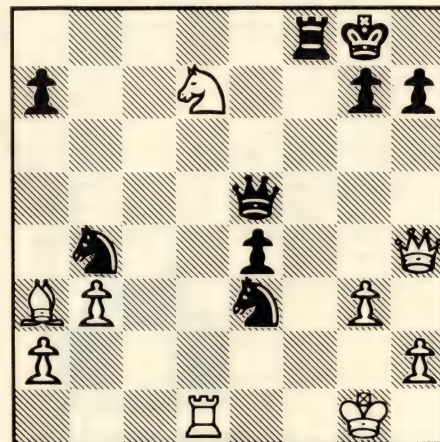
Instead I made a strategical error by opening lines with 16...d5? 17 cd Nxd5 18 Qb3 c6 19 Ba3 Re8 20 Rfc1 Ne6 21 bc bc 22 Rc4 Ra6 23 Ra4 Rb6 24 Qc2 Rxb1+ 25 Qxb1. Now Black could have gotten active counterplay with 25...f4! but I chose the passive 25...Rc8? 26 Qb3 Bf6 27 Ra6 Kg7 28 Bxd5 cd 29 Rd6

Qf7 30 Qxd5 and Seirawan had snared a vital pawn.

Yasser is a personable young Syrian from Seattle. He is almost impossible to dislike. Though soft-spoken, well-mannered, and respectful to his elders, in his heart he feels that the old guard cannot hold on much longer. Anatoly Lein, 49, one of three Soviet expatriate grandmasters in the field, stopped talking to Yasser after losing to him. During their game when Lein was in danger of forfeiting on time, Lein glanced over at Yasser's scoresheet to ascertain whether they had passed the time control at move 40. The younger player cupped his hands to hide his scoresheet. I have seen other players do the same thing—it is not illegal, or even unethical, to punish your opponent for not keeping his own score. Still, Lein never forgave him.

Things looked bleak after my first round loss. "This is awful. I'm sorry I came," I told myself. But the same fate befell Robert Byrne, chess columnist for the *New York Times*, who was the victim of a Sunday punch after he elegantly and painstakingly built up a winning position.

Bradford vs. Byrne



Black moves

"I had you crushed like a chicken," said Byrne after the game.

(Continued on page 80)

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Chess (Continued from page 79)

If Byrne had won, he would have been a real threat to regain the title he held in 1972. But he tossed away all the fruits of his labors with the hasty 1...Qd4?? (inviting 2 Rxd4 Rf1 mate). Big Joe Bradford, who hails from Austin, Texas, immediately found the thunderbolt 2 Qxh7+!! Kxh7 3 Nxf8+ Kg8 4 Rxd4 compelling the veteran's resignation. The winning move in the diagram is 1...Qd6! because now 2 Qxh7+ Kxh7 3 Nxf8+ Qxf8 spoils all the fun. Byrne would have seen this had he paused another minute to double-check his analysis.

Bradford, the only amateur, was delighted to justify his inclusion in this elite field. He was rated at least a hundred points lower than anyone else (he had been seeded for winning the Open), and he was keenly aware of it. When he beat Christiansen in round six, nobody could dispute his right to be there.

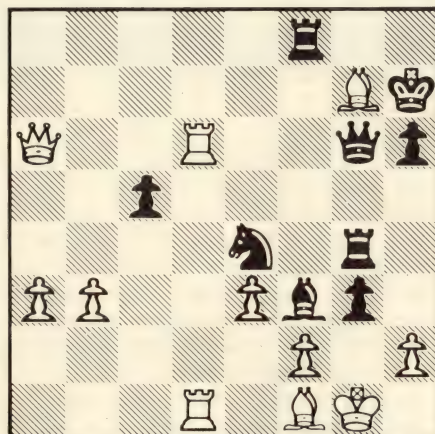
After the postmortem session, Byrne said to Bradford, "I had you crushed like a chicken." "Yup," drawled Big Joe. "Let's play tennis," shrugged Byrne.

Byrne, 52, a chain-smoker, knew that he was off form. "I haven't been playing well lately," he said as we were pacing between moves of our respective games. "Why not stop playing and take a year off?" I suggested. "I can't. I keep thinking it's only temporary," he smiled.

* * *

Round nine featured a memorable struggle that directly affected the outcome of the tourney. Christiansen might get the brilliancy prize for this game. Black's queen and rook are hanging, yet Seirawan cannot avert mate. If 1 Rxg6 gf. Or 1 hg Rxg3+ 2 fg Qxg3.

Seirawan vs. Christiansen



White moves

Black is winning even though his queen and rook are hanging; Christiansen might get the brilliancy prize for this game.

Christiansen, a handsome six-footer who plans on interrupting his chess career to attend college, resides in Modesto, California. He relaxes with "tennis, swimming, and girls, not necessarily in that order," and says of his chessplaying, "I look for the surprise move, and I'm pretty good at coming up with the destructive shot. All major chessplayers have big egos. Bobby Fischer was right: We like to see 'em squirm. Cracking the other guy's ego is great." Larry expressed regret that, due to lack of funds, there would be no playoff to resolve the three-way tie for the title. "I think I could do okay," he said.

Like myself, Browne has held the title three times previously. He is considered a prima donna and is known for getting upset whenever playing conditions are less than ideal. The first thing he explained to me when I arrived was that the chairs were an inch too low or an inch too high, I can't remember which. He quit the last Closed Championship at the start over a lighting dispute.

Walter might be your best friend, but never before a game. He whips himself into a keen competitive frenzy and assumes a pugnacious attitude toward his opponent before entering battle. A loner, he feels that his fellow competitors are jealous of his prowess. Although he spends much time studying the latest opening wrinkles, he occasionally plays the player instead of the board.

The view I subscribe to, however, was expressed by Wilhelm Steinitz, world champion from 1872 to 1894: "I am fully and entirely concentrated on the board. I never even consider my opponent's personality. So far as I am concerned he might as well be an abstraction or an automaton."

The final standings:

Player	Won	Lost	Drawn	Points
Browne	5	2	5	7½
Christiansen	4	1	7	7½
Evans	5	2	5	7½
Seirawan	5	3	4	7
Shamkovitch	3	1	8	7
Lein	1	1	10	6
Zaltsman	3	3	6	6
Benko	1	3	8	5
Biyiasas	2	4	6	5
Bradford	3	5	4	5
Byrne	0	2	10	5
Peters	4	6	2	5
Bisguier	0	3	9	4½

Grandmaster Evans, a four-time national champion and member of eight U.S. Olympic chess teams, is a noted author and chess columnist. He was Bobby Fischer's tutor in preparation for the 1972 title match.

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☐ Yes ☐ No

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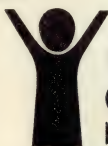
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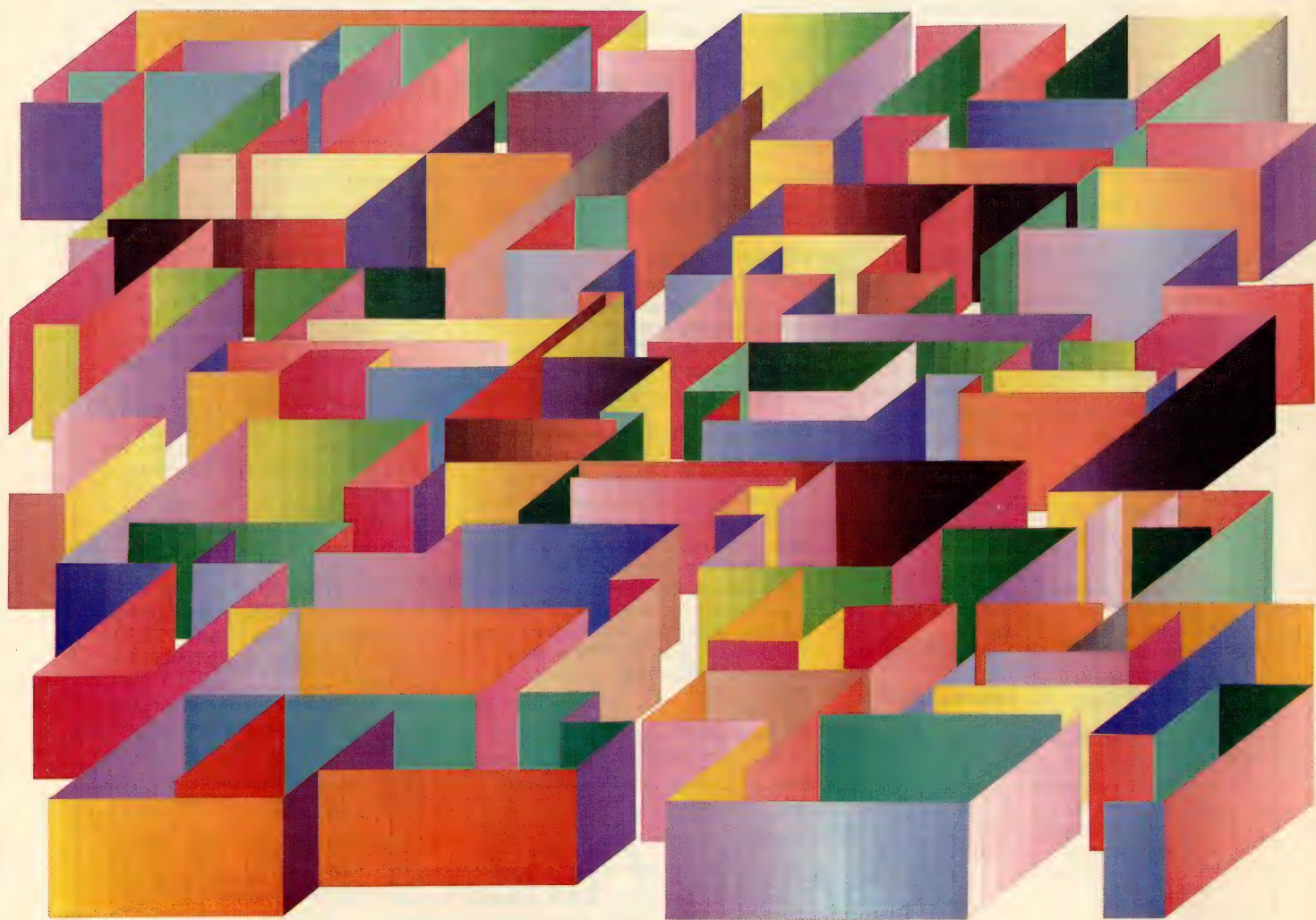
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Answer Drawer, page 100

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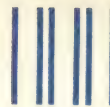
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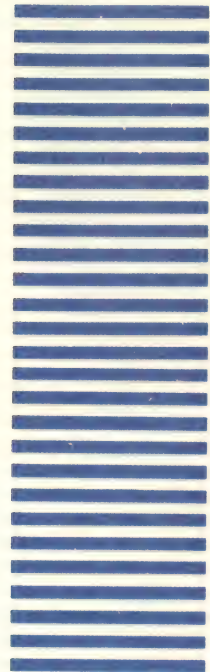
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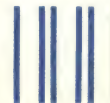
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THE 2ND GAMES PROPHECY CONTEST



Grand Prize

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Four Honorable Mention Prizes

A *Games* T-shirt.



1980 was the setting for our first prophecy contest (November/December 1979), which is still in the vaults. Yet, we already predict that this 1981 contest will be more exciting, more fun, and more popular than last year's. One reason we're boasting is that we've managed to spell *prophecy* correctly this time; nearly as important, we have come up with an *absolutely* ingenious, *positively* foolproof, and *totally* objective method of determining who among you has the best crystal ball.

Well, almost. The eight questions below pertain to events that we *think* (and hope, and sincerely believe) will take place during 1981. If something happens to "prevent" an event (like an earthquake at Churchill Downs) we'll disregard that question in determining the winner. Each question must be answered by a *number*. Your task is to predict each of the eight numbers as accurately as possible, and the reader with the most accurate predictions will win the Grand Prize.

At the end of 1981, we will compare (with the help of a computer) every one of your answers with every corresponding correct answer; and in

each case, we will subtract the smaller number from the larger, to determine your *variance* for that question. Since this variance will always be a positive number (or zero), answers of both 53 and 47 would receive identical variances of 3 if the correct answer were 50. After determining the eight variances on an entry, we will add them up to determine the entry's *total variance*. The entry with the smallest total variance will be the winner. Ties, if any, will be broken by random drawing. A report on the contest will appear in *Games* early in 1982.

The Questions (all pertain to events during calendar 1981 only):

1. The combined scores of both teams in the Superbowl.
2. The most Oscars won by any single motion picture.
3. The Dow Jones Stock Average (30 Industrials), to the nearest point, at the close of trading on October 13.
4. The lowest four-round score by any player in the Masters Golf Tournament.
5. The number of different books that, during the year, are number one on the hardcover fiction bestseller list of the *New York Times* Sunday Book Review.
6. The most home runs hit by an American League player during the

regular season *plus* the most home runs hit by a National League player during the regular season.

7. The official U.S. Weather Bureau statistic for the total number of feet of snow, to the nearest foot, that falls in Buffalo, New York, during the year.

8. The payoff, to the nearest dollar, on a \$10 bet to win made at Churchill Downs on the winning horse in the Kentucky Derby.

You may enter as often as you wish, but each entry must be mailed separately. Note that the address for this contest is different from that in our other contests.

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| 3. _____ | 7. _____ |
| 4. _____ | 8. _____ |

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Entries must be postmarked by midnight, December 31, 1980.

CONTEST RESULTS

Accidental Acrostics

from July/August

Shame on you! Only 77 readers answered our "Accidental Acrostics" challenge, making it the second least-entered contest in *Games* history. (For the record, "Pet Agrees" in July/August 1979, retains top honors with a feeble 68 responses.)

We had such high hopes, too. The object was to find the longest accidental acrostic word formed by the initial letters of consecutive paragraphs of prose copyrighted 1979 or earlier. Fifteen readers tied with seven-letter words, so the winners were determined by alphabetical order of the acrostics.

The Winning Acrostic

7 | THE WATCHDOG

"That's it," Clumly said. "You ever see a beard like that around Batavia?"

"Only Old Man Hoyt," Salvador said.

"Correct."

"And Walazynski."

"Correct," Clumly said. It was all coming clearer in his mind. And that Russian guy," Salvador tugged at his collar and stretched his neck, thinking, "Brotski. The one that sells *Watchtower*." He laughed. "With the leather pants."

Clumly scowled, and Salvador stopped laughing.

"I was out to L.A. once myself," Salvador said. "I wish to hell I'd got up to San Francisco."

A little daintily, Clumly picked up the half-smoked cigar from his ashtray, pressed the end firm, and lit it.

Salvador said, "My brother Jimmy had a beard once. It came in red. Jesus to God."

But Clumly was shaking his head, gloomy. "San Francisco," he said. "What's this country coming to?"

"I guess they all got beards in Vietnam there. But I guess that's different. My old lady's got a moustache. Shit, my old lady got hair all over her, just like a monkey," Salvador looked thoughtful.

"California," Clumly said solemnly. "That's what he'll be." But on his hands, where the flesh had not been damaged, the prisoner had no tan, and that was strange. He had large white hands like those in pictures of King David in the Bible. The tip of the cigar was sharp and acid on Clumly's lip and he thought again of quitting, but he knew he wouldn't. It passed through his mind that there was a beach somewhere in California where there was a car, a 1935 model, he couldn't remember what make it was, and inside the car a couple of lovers made out of old wire in the back seat, and some ladies' underpants. It was supposed to be an art work. Clumly had used it in a speech to the Rotary once. A sign of the times. "That's it," he said. "That's where he's from all right."

"Monkeys," Salvador said. "Shoo!"

That night Chief Clumly stood for a long time at the door of the cellblock looking at the scarred and bearded prisoner. Then he went out to his car and sat there awhile, brooding, half-listening to the radio, and then he drove home, shaking his head, thinking. He was sixty-four, and he'd lived in Batavia his whole life, except for the three years he'd spent in the Navy, and half of that he'd spent staring at a hospital wall down in Texas.

tage Bradbury, Vintage, 1965, p. 77).

Other interesting words just out of the running: EARTHLY in "Sad Cypress" by Agatha Christie (*Make Mine Murder!*, Dodd, Mead, 1962, p. 311); SITTING in *The Mystery at Lilac Inn* by Carolyn Keene (Grosset & Dunlap, 1961, pp. 157-8); and THRIFTY in *Atlas Shrugged* by Ayn Rand (Signet, 1957, p. 397).

Contest Continues—

Last Chance To Redeem Yourselves!

Since most of you have obviously been slacking off, or have failed to appreciate the significance of this literary treasure hunt, we're going to take the unusual step of reopening the contest with the following offer: We will award *another* grand prize of \$150 worth of Random House books to the first reader who sends us an acrostic word of *eight or more* letters. All other contest rules given on page 62 of the July/August issue still apply. Any acrostic deemed by the judges to have been written on purpose will be disallowed. As always, our reference for words is *Webster's Third New International Dictionary* (Unabridged).

For proof of your acrostic, send a photocopy of the title page and copyright notice of the work, and a photocopy of the page (or pages) on which the acrostic appears. This offer has no closing date. Watch Contest Results for further word.

—W.S.

"United" States

from July/August

The object of this contest was to interlock the names of as many different states as possible in crossword fashion within a 15 x 15 grid. During the first few weeks of the contest, it appeared that no more than 24 state names could be squeezed into the grid; but by the end, we received four remarkable solutions, out of 3,600 total entries, that managed to include 25 states.

Under the rules of the contest, ties in the number of states were to be resolved in favor of the entry or entries using up the most squares in the grid. On this basis, two entries tied for first, each one filling up 132 squares. Rather than choose between them randomly (as the rules provided), we have decided to award two first prizes. Thus, T.E. Levow of North Miami Beach, FL, and Bill Wood of Searcy, AR, will each receive first prize of a giant (12 foot by 18 foot) U.S. flag. Their grids, which are masterpieces of construction, appear at right.

Each of the following contestants will receive the honorable mention prize of a

Games T-shirt; their scores (number of states/number of grid squares) appear after their names: David Beyse, Indianapolis, IN (25/131); Dennis Sidell, Largo, FL (25/130); Donald L. Morris, Westland, MI (24/135).

—R.W.S.

The Winning Grids

N						M	I	C	H	I	G	A	N
V	E	R	M	O	N	T		O		O			
W								D	E	L	A	W	A
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G	E	O	R	G	I	A					R	M	L			T
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Hidden Contest

from September/October

The Hidden Contest announced in last issue's Table of Contents was scattered along the "footlines" of most right-hand editorial pages. Where the words "September/October" would normally have appeared, letters were substituted that, when read backwards beginning on page 65 and ending on page 5, spelled out the following message: "Congratulations. You have found our hidden contest. The first person from each state province or nation to send us a picture postcard care of 'Back Words' will win a Games T-shirt." At press time, we had received a total of 2,670 postcards from 50 states, the District of Columbia, 10 Canadian provinces, the Yukon, and Venezuela. Winners will be listed in a full report next issue.

—R.W.S.

The grand prize—the winner's choice of \$150 worth of Random House books—goes to Jerry Stephens of Waldorf, MD. His winning word: ACACIAS, found on page seven of John Gardner's *The Sunlight Dialogues* (Alfred A. Knopf, 1972). Runner-up prizes of *Games* T-shirts go to Barbara Dohan of Danbury, CT, and Mrs. Harold Cobb of Kailua, HI, who independently found the word ASSISTS in *Harry's Game* by Gerald Seymour (*Reader's Digest Condensed Books*, Vol. 4, 1976, pp. 500-1); Louise Brownlee of Winston-Salem, NC, for ATTAINT, in *Hurlburt's Story of the Bible* by Jesse Lyman Hurlburt (Winston, 1932, pp. 172-3); and Alan Levine of Massapequa, NY, for DITTIES, in "The Little Mice" by Ray Bradbury (*The Vin-*



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Inside Words: The Kangaroo Game

One way to escape inflation and the energy crisis is to crawl inside words and take a good look around. Those of us who explore the interiors of words sometimes make interesting discoveries.

One such discovery is that a word sometimes contains within itself another word that has approximately the same meaning. The letters of the shorter word appear in correct order but are usually separated by one or more other letters. Some examples:

ILLUMINATED	LIT
PRECIPITATION	RAIN
TWITCH	TIC
PROSECUTE	SUE

Technically, each pair of words is an example of synonymic deletion. Popularly, though, these words are known as kangaroo words, or marsupials, by apt analogy.

There are hundreds of kangaroo words, of every conceivable kind. Experts in the subject have set guidelines to determine whether a particular example is superb or mediocre.

1. The relationship between the meaning of a kangaroo word and the word inside it should be obvious.

2. The grammatical correspondence between the two words must also be obvious. For instance, *EARLY* and *SMALL* are adverbs as well as adjectives. Taken out of context, however, we think of them as adjectives, making the synonymic deletions *INFINITESIMALLY-SMALL* and *PREMATURELY-EARLY* look wrong.

3. The letters of the "inside" word should be scattered as far apart as possible. In no case may they occur in a solid cluster, disqualifying examples such as *DEVILISH-EVIL* and *PERIMETER-RIM*.

4. The inside and outside words should have different derivations. Examples such as *FAIRY-FAY* (both from Old French *feie*) and *FACADE-FACE* (both from Vulgar Latin *facia*) fail to titillate us.

Experts have also given us a number of special goals for which to strive.

1. Find kangaroo words containing two different synonyms inside them. We know of at least nine marsupials that fit this description. And although these examples fall short on other counts, we must make al-

lowances for the sake of virtuosity:

CONTAINER	CAN <i>or</i> TIN
PERAMBULATE	AMBLE <i>or</i> RAMBLE
DIVERSIFIED	DIVERSE <i>or</i> DIVERS
FRANGIBLE	FRAGILE <i>or</i> FRAIL
APPROPRIATE	APT <i>or</i> PAT
CHARIOT	CAR <i>or</i> CART
ASSERVATE	ASSERT <i>or</i> AVER
DETERIORATE	ROT <i>or</i> DIE
ROUTINE	RUT <i>or</i> ROTE

2. Find two different kangaroo words carrying the same synonym in their "pouches."

We've encountered ten such examples:

JOVIALITY and JOULARITY	JOY
DECEASED and DEPARTED	DEAD
APICULATE and ACUMINATE	ACUTE
BROBINGNAGIAN and BOUNCING	BIG
IRRITATED and INFURIATED	IRATE
DEMISE and DISINTEGRATE	DIE
UTILISED and EXHAUSTED	USED
SECURE and ASSURE	SURE
FEASTS and BREAKFASTS	EATS
PLAYFULNESS and FACETIOUSNESS	FUN

Incredibly, the preceding accomplishment can be surpassed. There is one known case of *four* different kangaroo words carrying the same "inside" word:

FALSITIES	} LIES
CALUMNIES	
HYPERBOLIZES	
RECLINES	

This example is enhanced by the fact that the first two marsupials are nouns while the last two are verbs, and further, by the fact that the meaning of the fourth kangaroo is fundamentally different from that of the other three.

3. Finally, find a kangaroo word with another kangaroo word inside it. We have found a single, yet remarkable, example:

SUPERVISOR	SUPERIOR	PRIOR
------------	----------	-------

"Superior" is general in meaning as an "inside" word, but has a specific religious meaning as an outside word. It is also the longest "inside" word ever discovered, eight letters in length. Length is also a criterion for excellence. The longer an "inside" word, the more satisfying.

Representing an accomplishment of another sort is the following:

CHOCOLATE	{ HOT COCOA
-----------	----------------

The two "inside" words form a phrase synonymous with the outside word—HOT COCOA.

Kangaroo words can be used as an instrument with evaluative and satirical potential. Consider these examples:

ENTHUSIAST	NUT
PASSION	PAIN
DEMOCRACY	DECAY
IMPERIALISM	PERIL
AIR POLLUTION	AUTO
WELFARE SYSTEM	WASTE
PUBLIC RELATIONS	LIES
WEIGHT WATCHERS	EATERS

The same technique has been used to characterize political figures:

WILLIAM FULBRIGHT	I AM RIGHT!
SENATOR McGOVERN	NO GO!
GEORGE WALLACE	"RACE"
MOSHE DAYAN	OY!

Now that you're familiar with the phenomenon of kangaroo words, you are invited to try your skills at finding inside words. Here are 50 kangaroo words, grouped according to the length of their "inside" words. How many inside words can you spot—and how quickly?

- | | |
|---------------------|------------------|
| 1. Because | 26. Separate |
| 2. Exists | 27. Posture |
| 3. Myself | 28. Pasteurized |
| 4. Behavior | 29. Christening |
| 5. Feasted | 30. Destruction |
| 6. Forbiddance | 31. Salvage |
| 7. Blackguard | 32. Astound |
| 8. Curtail | 33. Catacomb |
| 9. Earlier | 34. Encourage |
| 10. Misinterpret | 35. Blossom |
| 11. Tolerate | 36. Hostelry |
| 12. Impair | 37. Matches |
| 13. Playfellow | 38. Honorable |
| 14. Observe | 39. Rotund |
| 15. Transgression | 40. Satisfied |
| 16. Slippery | 41. Splotches |
| 17. Conveyance | 42. Contaminate |
| 18. Yearning | 43. Instructor |
| 19. Discourteous | 44. Deliberate |
| 20. Inheritor | 45. Nourished |
| 21. Indolent | 46. Rapsallion |
| 22. Latest | 47. Recapitulate |
| 23. Flourishing | 48. Evacuate |
| 24. Incommunicative | 49. Exhilaration |
| 25. Knapsack | 50. Fabrication |

Answer Drawer, page 98

Dmitri A. Borgmann is the author of three books on wordplay. His articles appear in *Word Ways*, *The Journal of Recreational Linguistics*.



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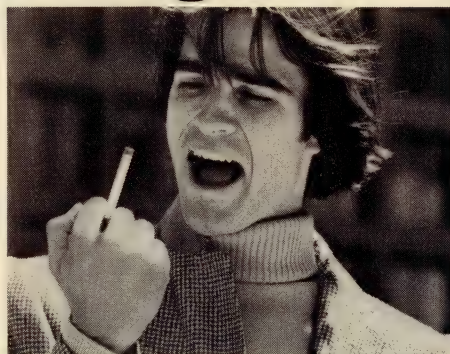
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3 mg. "tar," 0.4 mg. nicotine av. per cigarette, FTC Report Jan. 1980.

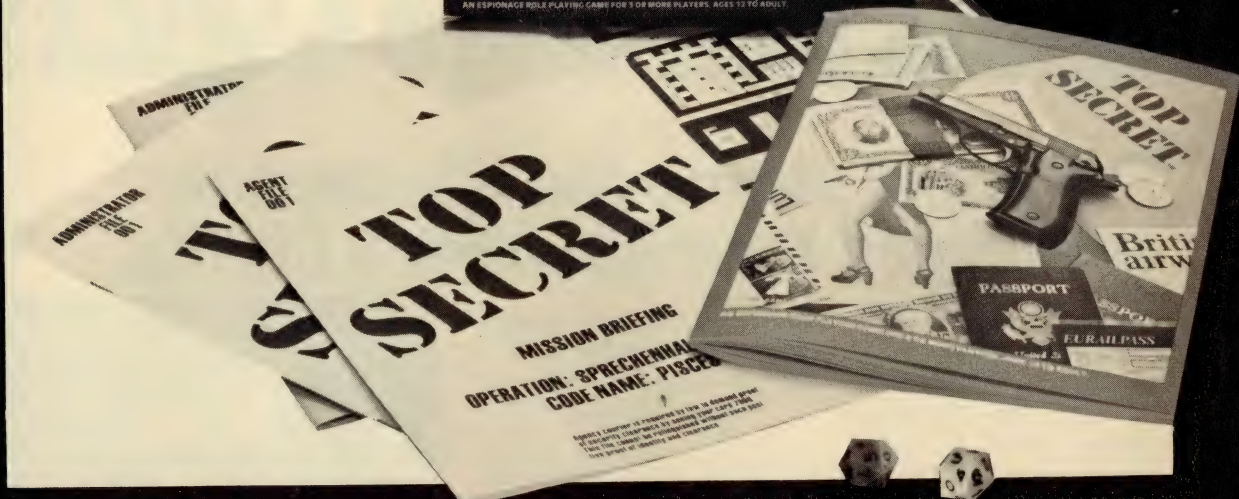
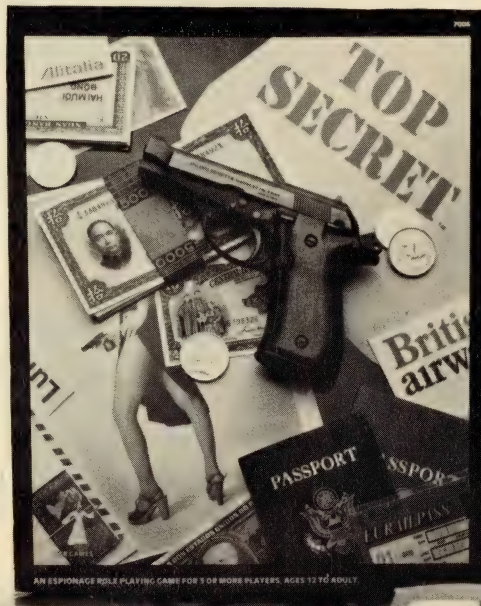
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Like all proud parents, we know our offspring isn't perfect. Sure, *Games* is healthy and growing, but it's not above criticism. As a family member, would you help us evaluate *Games*' performance by means of this report card? Naturally, good marks will please us, but we want to know the shortcomings as well. If need be, we'll whack the tar out of the little devil.

Please use this system to rate features in this issue

- | | |
|----------------------|---|
| A = Excellent | D = Poor |
| B = Good | F = Never read |
| C = Fair | I = Incomplete, haven't read yet |
-
- | | |
|------------------------------------|------------------------------------|
| _____ Cover | _____ Riddles: A Mouse's Nest in a |
| _____ Table of Contents (p. 2) | _____ Cat's Ear (p. 24) |
| _____ Editor's Message (p. 4) | _____ The Games 100 (p. 43) |
| _____ Letters (p. 6) | _____ Wild Cards (p. 69) |
| _____ Laundry Basket (p. 6) | _____ Chess (p. 79) |
| _____ Events (p. 8) | _____ Contest Results (p. 86) |
| _____ Gamebits (p. 10) | _____ Eureka (p. 100) |
| _____ The Disappearing Man (p. 14) | _____ Fake Ad (p. ___) |

Please use this system to rate puzzles, games, and contests

- | | |
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| 1 = Too Hard | 5 = Too Easy |
| 2 = Difficult But Enjoyable | 6 = Didn't Do, <i>This Issue</i> |
| 3 = Just Right | 7 = Never Do, No Interest in |
| 4 = Easy But Enjoyable | _____ This Kind of Puzzle |
-
- | | |
|---------------------------------------|--|
| _____ Photocrime (p. 20) | _____ Complementary Copies (p. 59) |
| _____ Scrabble Contest (p. 22) | _____ Prose Bowl (p. 60) |
| _____ Magic (p. 29) | _____ Anagram Crossword (p. 61) |
| _____ Call Our Bluff (p. 32) | _____ Six-Packs (p. 61) |
| _____ Illustrated Crossword (p. 35) | _____ Double Cross (p. 62) |
| _____ "Also-Rans" Find-a-Word (p. 36) | _____ Name Droppers (p. 63) |
| _____ Makin' Tracks (p. 37) | _____ Most Ornery Crossword (p. 63) |
| _____ Dszquphsbnt! (p. 38) | _____ Follow the Clues (p. 66) |
| _____ Cryptic Warm-Up Puzzle (p. 39) | _____ Eyeball Benders (p. 77) |
| _____ Cryptic Crossword (p. 39) | _____ Bureaucratic Maze (p. 82) |
| _____ Comprehension Test (p. 40) | _____ The 2nd Prophecy Contest (p. 85) |
| _____ Over the Rainbow (p. 42) | _____ Word Row (p. 88) |
| _____ Rhyme and Pun-ishment (p. 42) | _____ Report Card (p. 91) |

How would you rate this issue of *Games* overall?

_____ Excellent _____ Good _____ Fair _____ Poor _____ Terrible

How would you compare this issue of *Games* with others you have seen?

Please check those regular features you would like to see expanded in future issues

- | | | |
|----------------------|--------------------------|-------------------------|
| _____ Gamebits | _____ Cryptic Crosswords | _____ Logic Puzzles |
| _____ Call Our Bluff | _____ Eyeball Benders | _____ Mazes |
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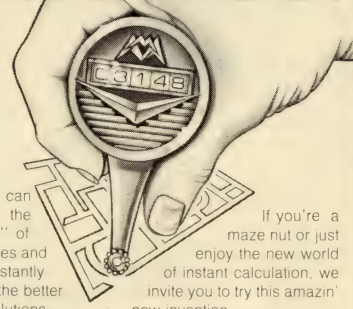


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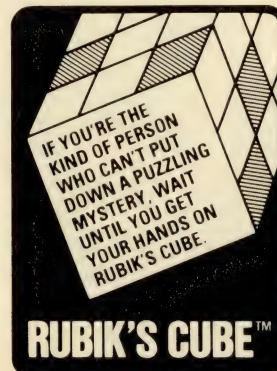
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ANSWER DRAWER



happen... Hmmn. Looks like we landed in the Answer Drawer, old buddy. Frankly, I had meant to jump us clear out of the book. How embarrassing! Well, no matter... If at first you don't succeed, try, try



12 Gamebits

Christmas Vision Aloft anagrams into "A visit from St. Nicholas."

The anagrams were contributed by Marjorie Friedman, Will Shortz, Mary Hazard, Henry C. Wiltbank, and N. Jineer.

Phonies Are Funny

1. W. C. Fields
2. Howard Cosell
3. Humphrey Bogart

15 Get off the Earth

The question "Which man changes into a glass of beer?" is absurd. The beer glasses get smaller and larger, with the mechanics of the puzzle working the same way as the old eighteenth-century line puzzle. Each glass gains or loses a different amount of beer from its neighbor, but the total amount of beer always remains the same. The faces work on the same basic principle, *but*: 12 eyes must change to 10, 12 ears to 10, 6 necks to 5, 6 mouths to 5, 6 noses to 5, 6 chins to 5. This is done by "artful" trickery. For example, one pair of eyes disappears by becoming part of a mustache, one nose disappears by becoming a mouth, and so on. Each of the 6 men in the initial position is a distinct image from any of the 5 men in the changed position; thus, the advertising executive's idea of making a list is as ridiculous as trying to pinpoint which face turns into a glass.

20 Photocrime

"You're a good make-up man," Hitchcock said to Pearce, "but not good enough. You made yourself up as Woolley—I know, because you wore that same tie when you went through the gate [picture 3]. You killed Woolley shortly after noon." It was the necktie—and the broken clock—which trapped the murderer. When Hitchcock saw that the clock had been broken at 12:10 [pictures 6 and 7], he realized that Woolley could not have left the lot at 12:30 [picture 3]. Under questioning, the make-up man admitted that he had sent Woolley a threatening letter; fearing discovery, he killed the actor, made himself up as his victim (forgetting all about the tie), and went to Woolley's home to retrieve the incriminating letter. (Fortunately, the real-life Woolley survived his own murder.)

24 Riddles in Verse

The answers to the last four verse riddles are:

27. Love
28. Sleep
29. Memory
30. The women

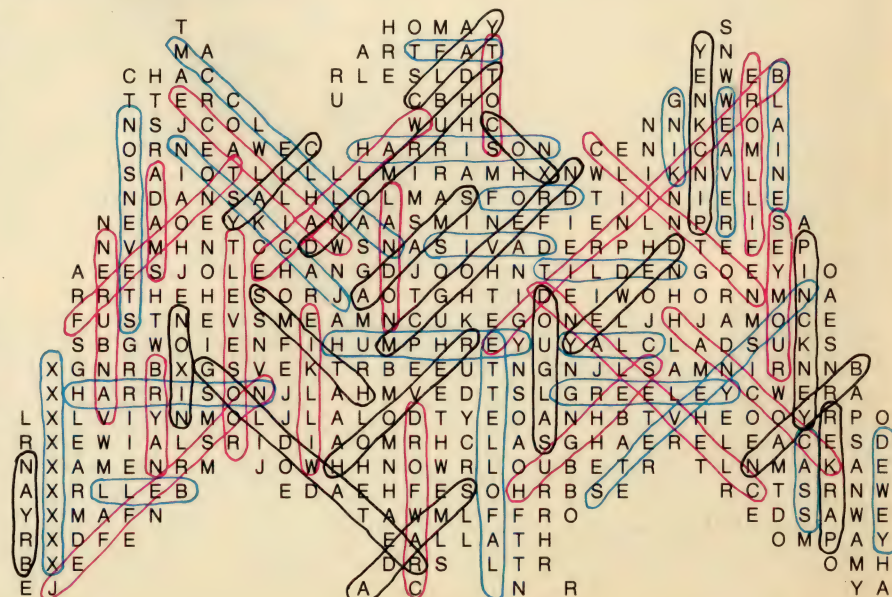
29 Magic

The card you ended up on is the Ace of Diamonds.

32 Call Our Bluff

The phonies are the Land Clam, the Shepherd's Helper, the Sailing Beetle, the Silver-Spotted Maroon Devil, and the Pig Fly.

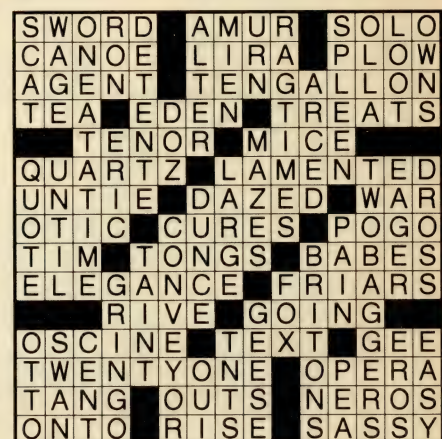
36 Salute to the Also-Rans



37 Makin' Tracks

1. Charlie Chaplin
2. Tiny Tim
3. The Andrews Sisters
4. Adam and Eve
5. Santa Claus and his reindeer
6. Gulliver and the Lilliputians
7. The Rockettes
8. King Kong and Ann Darrow (Fay Wray)
9. Captain Ahab or Long John Silver
10. The Incredible Hulk
11. Alice Through the Looking Glass
12. Hansel and Gretel

35 Illustrated Crossword



Gilbey's idea of a Tom Collins:

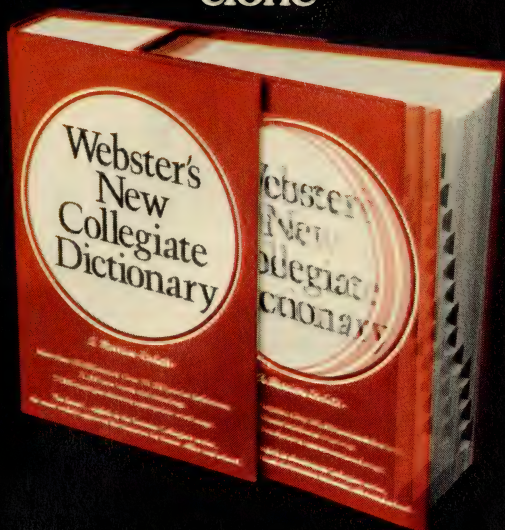
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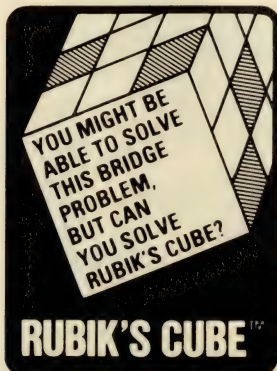
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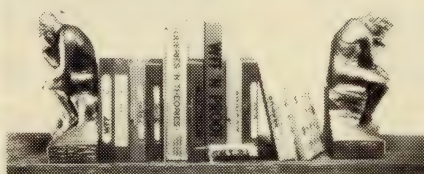
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38 Dszquphsbnt!

1. CRYPTON. Customer: "This watch loses twelve minutes an hour." Jeweler: "Of course! Didn't you see the sign 'twenty percent off' when you bought it?"
2. TIMELY INVENTION. Isn't it lucky that the wheel was invented before the car? Think what an awful scraping noise there would be otherwise.
3. INCONSISTENT EMPLOYERS. Everything is relative. You're expendable when you ask for a raise, but indispensable when you ask for a day off.
4. DEFINITION OF AN EGGHEAD. An intellectual is a man who takes more words than necessary to tell more than he knows. Adlai Stevenson.
5. BUILDS UP THE EGO. There is nothing so satisfying as doing good by stealth and later being found out by accident.
6. SHAKESPEARE REVISITED. 'Twas in a restaurant they met—brave Romeo and Juliet. He had no cash to pay his debt, so "Romeo'd" what "Juliet."
7. COFFEE BREAK. Know why television commercials are so loud? The sponsors know darn well that we have gone to the kitchen to get something to eat.

39 Cryptic Warm-Up Puzzle

ACROSS

- 1 MOUNT. Concealed word. MOUNT ("climb") is concealed in the phrase "IIMO UNThinkingly."
- 4 RECAP. Reversal. RECAP ("to summarize") is PACER ("harness-racer") reversed. The reversal is indicated by the words "going back."
- 5 HERTZ. Homophone. HERTZ ("Avis' competitor") sounds like the word HURTS ("inflicts damage"). The words "we hear" suggest the homophone.

DOWN

- 1 MARCH. Second definition. The answer, MARCH, is both a "composition that Sousa wrote" and "one month."
- 2 ULCER. Anagram. The word CRUEL anagrammed is ULCER ("result of overwork?"). The word "unusually" suggests that the letters of ULCER need to be rearranged to form the answer.
- 3 TOPAZ. Charade. TOPAZ ("jewel") is TOP ("supreme") plus A and Z ("first and last," as in the alphabet).

39 Cryptic Crossword

ACROSS

- 1 Rec room (C + or more)
- 5 Meander (meaner + D)
- 9 Irregular (first letters of last nine words)
- 10 Posse (POSSEssion)
- 11 Orlando (r. + land + OO)
- 12 Glamour (gl + amour)
- 13 Image (I'm + a + G.E.)
- 14 Theta (THE TABLE)
- 17 Utter (two meanings)
- 19 Op art (two PARTners)
- 23 Palaver (pal + aver)
- 24 Tea rose (Easter + O)
- 26 Ideas (aside)
- 27 Sentiment (preSENT I MENTIONed)
- 28 Entitle (en + let it)
- 29 England (glen + and)

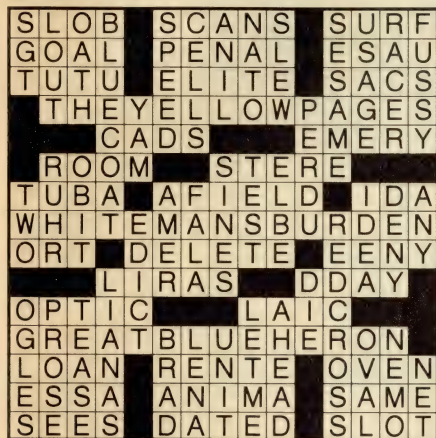
DOWN

- 1 Rhinos (horns + i, and literally so)
- 2 Coral (oral + c)
- 3 Organza (z + angora)
- 4 Mellowed (Mel lowed)
- 5 Mirage (mir + age)
- 6 Asphalt (A's + fault)
- 7 Dishonest (d + this one's, and literally so)
- 8 Rye bread (ade + berry)
- 13 Intellect (client let)
- 15 Surprise (sir pries)
- 16 Continue (con + tin + you)
- 18 Revisit (re + VI + sit)
- 20 Amazing (A.M.A. + zing)
- 21 Crusoe (course)
- 22 Vented (even — e + Ted)
- 25 Opera (A REPort)

40 Mechanical Comprehension Test

1. Shaft B will turn faster.
2. For B, because he is using a windlass.
3. In direction A, to replace the hot air moving up.
4. A, transmitting its energy to B, will come to rest.
5. Shears B, because the ratio of the distance between the fulcrum and the handles to the distance between the fulcrum and the object being cut is greater.
6. From direction A (notice the way the casters point).
7. Figure A, because water rises only to its own level.
8. Cord A will break, because it sustains the whole force pulling on B as well as the weight of M.
9. Can B, because the holes are positioned to allow air to replace the outgoing juice more easily.
10. The water will rise, because of the expansion of the air.
11. Gear C moves in direction B.
12. Bottle B is colder, because it is "sweating."

42 Over the Rainbow



42 Rhyme and Pun-ishment

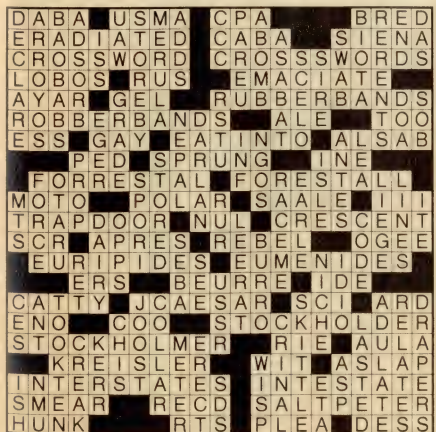
1. Heart chart
2. Whale tale
3. Bread spread
4. Plaid clad
5. Knight fight
6. Soil toil
7. Botcher watcher
8. Four score
9. Finn inn
10. Brain pain
11. Dwelling selling
12. Scratch patch
13. Height fright
14. Skilled guild
15. Debtors' letters

61 Six-Packs

- a. $6 \times 6 - 6 \div 6 = 5$
- b. $6 + 6 \div 6 + 6 = 8$
- c. $6 \div 6 + 6 + 6 = 13$
- d. $6 \div 6 + 6 \times 6 = 42$
- e. $6 \times 6 + 6 + 6 = 48$
- f. $6 + 6 \times 6 - 6 = 66$
- g. $6 + 6 + 6 \times 6 = 108$
- h. $6 \times 6 - 6 \times 6 = 180$

Based on a puzzle by Pierre Berloquin.

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What happens after the Christmas holidays? That's when the cold winter doldrums usually arrive. But this year the **18th annual St. Valentine's Day Massacre** will sweep them away!

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- I don't know of any other thing that could possibly give a person as many hours of entertainment for the money! I had a ball.

That's what two recent **Massacre** contestants said. Join them and 2000 others in this one-of-a-kind challenge, a madcap Atlantic-to-Pacific tour in a brand-new **Rand McNally Road Atlas**.

The **Massacre** is conducted entirely by mail. You'll receive all materials, including atlas, right after New Year's. Then you'll have up to 2 months from which to choose a few evenings at home, whenever convenient, to follow our clear but challenging instructions, from New York —

- past Windfall and Cut Bank
- through Cimarron and Durango
- over mountains and plains, from page to page, across the continent to San Francisco

No experience is needed. The trick is to carefully follow a particular U.S. highway, for instance, or to count the state parks you pass between two points on the map. We make it tough in places, but we have awards in several categories, from first-timer to master — if you come close to following the correct course, one is yours. And each year there are special **Massacre** souvenirs for all.

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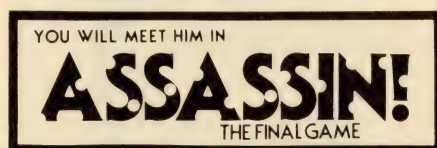
**Arcano
Labini**

Italian

Age 57



- Lips shot off in W. W. II
- Bird watcher
- Can not pronounce the letters M, B, or P



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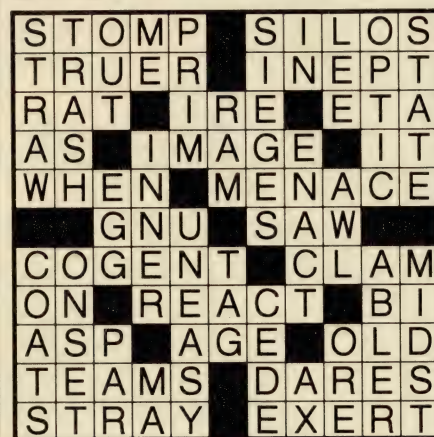
FROM THE MAKERS OF PENUMBRA

60 Prose Bowl

Our list of 66 relatively common words appears below. Other answers are also possible.

Aft, after, artful, awful;
Cafe, calf, careful, carful, clef, cleft, craft, curfew;
Earful, eft, elf;
Face, facet, fact, fag, falter, far, farce, fare, fat, fate, faucet, fault, fear, feat, felt, feral, few, flag, flare, flat, flaw, flax, flea, flew, flex, flu, flue, flute, flux (or reflux), fra, frag, frat, fret, frug, frugal, fuel, fur, furl;
Graceful, graft, grateful, gulf;
Leaf, left;
Raft, ref;
Tearful, turf;
Wafer, waft, weft.

61 Anagram Crossword

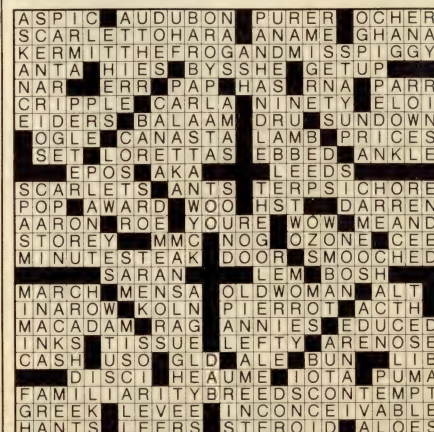


62 Double Cross

- | | |
|-----------------|-----------------|
| A. STANZA | N. OMNIPOTENT |
| B. TSANA | O. KARACHI |
| C. EVERYWHERE | P. OBADIAH |
| D. POSSESS | Q. FIFTY-TWO |
| E. HOPHEAD | R. FASHIONS |
| F. EARTHWORMS | S. ADEQUATE |
| G. NOGGIN | T. INEXPLICABLE |
| H. PALLIATIVE | U. LOATHES |
| I. IMPORTANT | V. UNDERWENT |
| J. LIGHTNING | W. RUTHLESSLY |
| K. ECHO CHAMBER | X. EXCELLENCY |
| L. BENCH MARK | Y. SAWTOOTH |
| M. OUTWITTED | |

Thomas Nuttall was a pioneer botanist. . . . As an explorer, however, his work was characterized by the fact that he was almost permanently lost. During one expedition his colleagues frequently had to light beacons in the evening to help him find his way back to camp.—Stephen Pile, *(The Incomplete) Book of Failures*

63 Bits & Pieces



63 Name Droppers

1. Advice column = Ann Landers
2. Portnoy = Philip Roth
3. Paper Moon = Ryan O'Neal
4. Steelers QB = Terry Bradshaw
5. Love Story = Erich Segal
6. Trigger = Roy Rogers
7. Dogpatch = Al Capp
8. Moon walk = Neil Armstrong
9. Alice = Lewis Carroll
10. Gymnastics = Nadia Comaneci
11. Airplane = Amelia Earhart
12. Lady Chatterley = D.H. Lawrence
13. Copperfield = Charles Dickens
14. Disco = Donna Summer
15. Muscular = Charles Atlas
16. ABC News = Barbara Walters

66 Follow the Clues

The words are, in order:

Intelligence	Amphitheater	Discourteous
Explain	Impact	Cleanse
Ordinary	Treaty	Incline
Turmoil	Consume	Direction
Petroleum	Entirety	Frightful
Function	Indignation	Honest
Merriment	Burrow	Singleton
Trespass	Brawl	Twitter
Springs	Crude	Intelligence

7 Eyeball Benders

1. Popsicle
2. Vaseline jar
3. Lunch pail
4. Rulers
5. Hot dogs
6. Outdoor digital clock
7. Hat
8. Red traffic light
9. School bus
10. Self-locking doorknob

Abbreviated Algebraic Chess Notation (used in article on page 79)

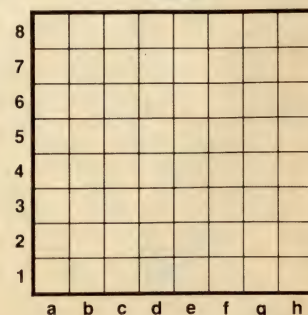
Capital letters and symbols refer to the pieces and operations listed below; lower-case letters and numbers refer to squares on the board as shown on the board below.

"x" means "captures at"	K—King
"+" means "check"	Q—Queen
"!" indicates an excellent move	R—Rook
"?" indicates a bad move	B—Bishop
	N—Knight

The absence of a piece abbreviation indicates a Pawn move.

Moves are indicated by naming the piece moved (except for Pawns) and the square to which the piece is moved. The square a piece moves from (or a single identifying coordinate of that square) is given only where ambiguity would otherwise result. Pawn captures are indicated in a special way: the letters of the files moved from and to are given without their numerical coordinates, provided that no ambiguity results.

Black



White

It's a Hit.



It's a Game. It's The Record Game. Play the Hit.

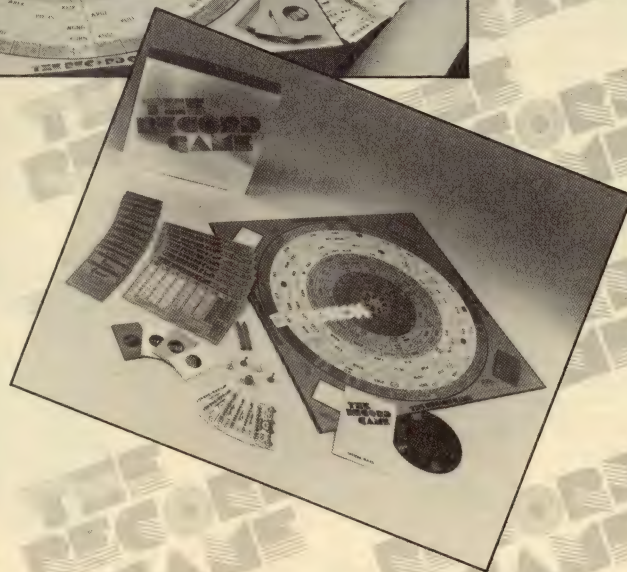
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88 Word Row

- | | |
|---------------|-------------|
| 1. As | 26. Part |
| 2. Is | 27. Pose |
| 3. Me | 28. Pure |
| 4. Air | 29. Rite |
| 5. Ate or Fed | 30. Ruin |
| 6. Ban | 31. Save |
| 7. Cad | 32. Stun |
| 8. Cut | 33. Tomb |
| 9. Ere | 34. Urge |
| 10. Err | 35. Bloom |
| 11. Let | 36. Hotel |
| 12. Mar | 37. Mates |
| 13. Pal | 38. Noble |
| 14. See | 39. Round |
| 15. Sin | 40. Sated |
| 16. Sly | 41. Spots |
| 17. Van | 42. Taint |
| 18. Yen | 43. Tutor |
| 19. Curt | 44. Debate |
| 20. Heir | 45. Nursed |
| 21. Idle | 46. Rascal |
| 22. Last | 47. Recite |
| 23. Lush | 48. Vacate |
| 24. Mute | 49. Elation |
| 25. Pack | 50. Fiction |

from September/October, Page 48

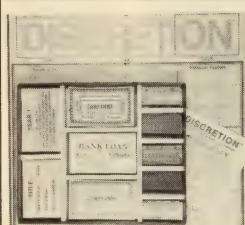
500 Rummy

Words	Points
ACHIEVE	
5 5 5 2 3 4 5	29
BELIEVE	
A A A 2 3 4 5	17
CHAPTER	
5 5 5 8 9 10 J	52
CHEATER	
5 5 5 5 9 10 J	49
CHIMERA	
4 5 6 7 K K K	52
CLIMBER	
5 6 7 8 A A A	29
EQUABLE	
10 J Q K A A A	43
FACULTY	
3 4 5 Q Q Q Q	52
HIMSELF	
5 6 7 3 3 3 3	30
IMPEACH	
6 7 8 5 5 5 5	41
PREEMPT	
10 10 10 10 7 8 9	64
RELIEVE	
A A A 2 3 4 5	17
SLEIGHT	
3 3 3 6 7 8 9	39
SPINACH	
6 7 8 9 5 5 5	45
TERRAIN	
9 10 J 2 2 2 2	37
VACCINE	
4 4 4 4 8 9 10	43
Total Score	639

For additional words found by Games readers, see *Eureka*, page 100. Watch for another "500 Rummy" by Jules Roth—coming soon.

Fake Advertisement

The "Fake Ad" announced in the Table of Contents was for the Maze*O*Dometer and appeared on page 90.



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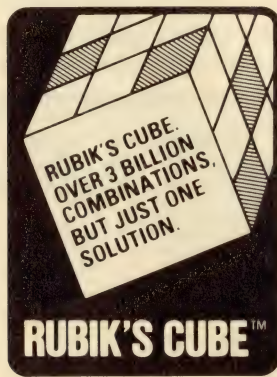
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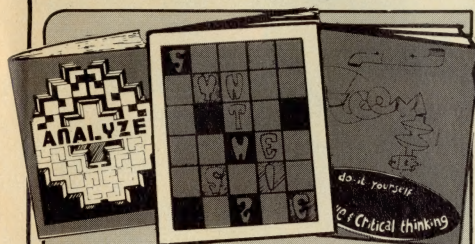
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Tools to turn on THINKING



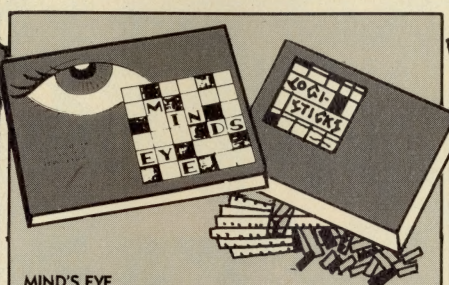
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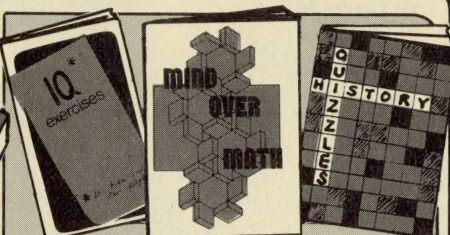


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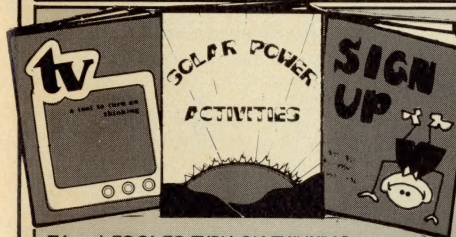
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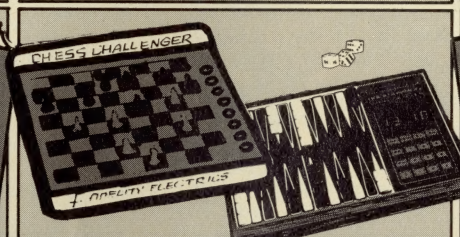
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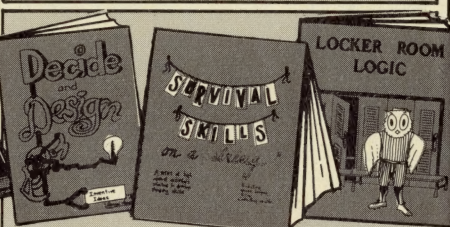


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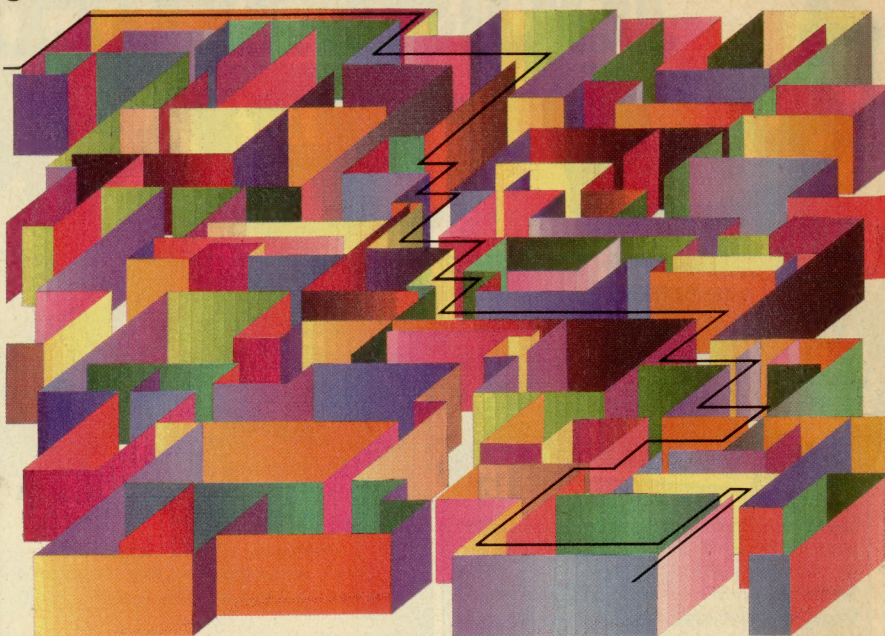
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32 Bureaucratic Runaround



Postscript to *The Games 100*

Here's what some of the non-gameplaying members of our staff imagined they'd find inside the shrink wrappings:

Acquire—The kleptomania game.

Can't Stop—Ask me about this one later; I'm still playing.

Checker Challenger—The game of unpriced groceries.

Diplomacy—If any two players are left speaking to each other afterwards, they win.

Nuclear War—Be the first kid on your block to be the last kid on your block.

Parcheesi—Gesundheit!

Rack-O—Reenactment of torture during the Spanish Inquisition.

Star Force—Mystical energy akin to pyramid power.

Trippples—Pppardon our spppelling.

Twister—One player is the tornado, the other the defenseless town.

2-5-8—Who do we appreciate?

Ultimatum—Buy this game or else!

Wildfire—The arson game.

Waterworks—To be played immediately after playing Wildfire.

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★ **Conversation Piece** (July/August, page 32). Aileen J. Sellis of New York, NY, Jed Martinez of Elmont, NY, and Marc Ringuette of Terrace, BC, were the most thorough of many readers who pointed out additional words that can be formed from the word CONVERSATION by moving only from left to right. The words we omitted that can be found in the *Merriam-Webster Pocket Dictionary* are: ONTO, OVEN, RATIO, VERSION, VERSO (our listing of VERSA instead of VERSO was a typographical error), and VETO.

★ **500 Rummy** (September/October, page 48). Our best score of 639, which appears in this issue on page 98, has been bettered by many readers, most notably: Kathy and Donna Roach of Forest City, NC

(990); Maureen Martin of Brooklyn, NY (986); and Joseph W. Moran of Larchmont, NY (867). Two common words that we missed were

ASPIRIN (5678222)	32 points
RELIGHT (AAA6789)	33 points

while the following words, all submitted by readers, can also be found in *Webster's Third* (Unabridged):

AHEIGHT (5556789)	45 points
ARNICAS (2222456)	23 points
CASPIAN (4567222)	28 points
CHIMERE (4567TTT)	52 points
EVERNIA (3452222)	20 points
NARICAS (2222456)	23 points
PEREMPT (TTTT789)	64 points
SILIOUA (6666JQK)	54 points
SPINELS (6789333)	39 points
TERTIAN (9TJQ222)	45 points
UNTIGHT (9996789)	57 points

These additional words raise the "best score" to a whopping total of 1,154, which may go higher still.

again Oops! (Well, this at least gives us one last chance to leave everybody with our best personal regards for a happy holiday season.) OK! Just a little bit more now, old buddy. This should do it. And its Up, Up and





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